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MEAN MACHINES SEGA

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Magic Carpet

SPELL-BINDING PREVIEW

EXCLUSIVE!

BUGS BUNNY

TOY STORY

FIRST UK REVIEW

15 PAGES OF NEW TIPS!

GAME GEAR
RETURN OF THE JEDI

MEGADRIVE
PELÉ!

SATURN
VIRTUAL GOLF

SATURN
BLAM!

SATURN
OLYMPICS

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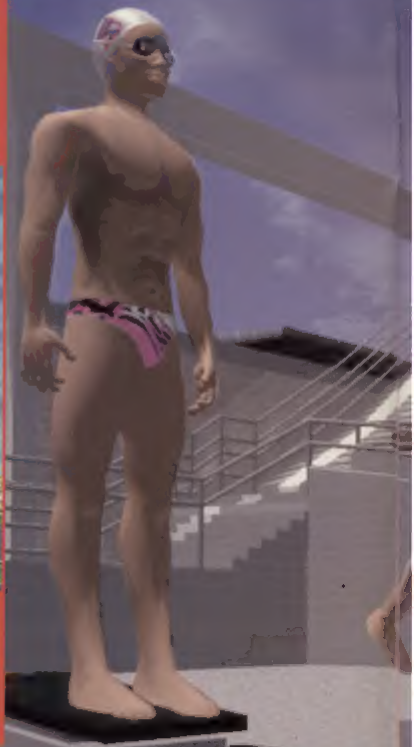

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EDITORIAL

SEEING IS BELIEVING

I'd like to make a small point this month. Everything you see in MEAN MACHINES is actual. The screenshots are kosher, the features based on fact. So? Well, I've been pretty 'distressed' of late seeing so-called previews and reviews of games in other mags that are frankly bollocks. Compare our preview of Magic Carpet this month to one that appeared in Sega Power last month. I can tell you for a fact that their pictures were not Saturn pictures, because MEAN MACHINES had been invited to do the first feature on the Saturn game. Only we had access to an Alpha version of the game, and the real facts of the conversion related by the programmers. Other mags have self-righteously defended themselves against these kind of charges before. As far as MEAN MACHINES is concerned, we'll only use Sega screenshots, unless there's a really good reason to do otherwise, and then we'll be honest about it. Let the others practice what they preach.

ED

BE MY BABY . . .

Spring time is about to dawn – the arrival of blossom on the trees and long summer evenings mean that this is the season of loving. Valentine's Day is the ideal way to show your loved one how much you care, and the MEAN MACHINES team care more than most...

GUS

"I only had one Valentine's card all the time I was at school," grumbles Gus, whose psychological make-up was doubtless compromised by this early rejection. "I'm very romantic at heart, though – I love that smoochy bit between Woody Allen and Diane Keaton in Manhattan. I think that the most romantic thing anyone ever did to me was whisk me away for a weekend in Brighton. We did the pier and everything." The emotional scars of the past were just too deep to ignore, however, and Gus's dream turned into a nightmare of recrimination and regret. "We ended up having an argument because it turned out I was expected to pay for all the bloody tea and scones. I wouldn't have minded but it was about thirty quid a head!"

CLAIRE

Valentine's Day brings painful memories of a fatal attraction for our pin-up girl: "Five years ago, I met this bloke on a train who wouldn't stop talking to me, and for some reason I ended up giving him my address. Soon after that he started writing me love letters. I never replied, but then he turned up at my house, wearing baggy leather trousers and funny pointy shoes. He had really dodgy long hair as well. I was really freaked out so I said I was already going out with somebody. It was a complete lie, but it got rid of him. Or so I thought. Later, I got a Valentine's card from him, proposing marriage. Urrgh!" If any other complete strangers require Claire's address, then she can be found at Farringdon tube station most evenings. Make sure you bring a pen.

MARCUS

"The only Valentine's cards I've ever had have been from my girlfriend and I can't imagine ever wanting to receive symbols of affection or admiration from anyone else," says Marcus, mindful that his girlfriend might be reading this. "I'm a bit of a closet romantic actually, and there are a few films in particular that bring a lump to my throat. My favourite romantic film is probably Room With a View – Helena Bonham-Carter fuelled many adolescent fantasies wading through that field of tall grass. I was gutted when I found out she'd copped off with Kenneth Branagh. Aside from that, I'm a big fan of The Unbearable Lightness of Being – it's foreign but it's choc full of top skirt like Juliette Binoche and Lena Olin. You can't beat a bit of Continental crumpet."

LOVER OR LOSER?

1. It's Valentine's Day evening and you've been invited on a date with your ideal woman. Do you:
A. Take her out for a romantic candlelit dinner.
B. Take her to the movies and spoil her with pop-corn and Haagen-Dazs ice cream.
C. Take her to the local arcade and allow her to watch you practice your Virtua Fighter moves.

2. You have £50 to spend on your loved one on Valentine's Day. Do you:
A. Send her an enormous bunch of flowers through Interflora.
B. Take the flowers to her yourself, along with a massive box of Belgium chocolate and some sexy lingerie.
C. Buy a copy of Fifa '96 and invite her round for a match.

3. Who would be your ideal partner to spend Valentine's day with?
A. Pamela Anderson.
B. Our own lovely Claire Coulthard.
C. Sarah Bryant - Virtua Fighter's top heavy fraction.

4. How would you woo the woman of your dreams?
A. Take her for a romantic trip to the country, not forgetting your tartan rug and a stacked picnic hamper.
B. Write her a romantic poem and a love letter to go with it.
C. Offer her your level 18 password for Thunderhawk 2.

5. You are at the local discotheque and you've pulled the hottest babe there. It comes to the last song of the evening, do you:
A. Smooch her till she can smooch no more and she swoons in your arms.
B. Snog her like you've never snogged before.
C. Rush home to catch the repeat of the Gamesmaster Gore Special.

6. You and your loved one are saving up for a future investment. But what will you spend your hard earned money on:
A. A mortgage for a semi-detached in the suburbs.
B. A Ford Fiesta XR3i with leopardskin bucket seats, alloy hub-caps, go-faster stripes, windscreen stickers with "master" and "slave" printed on and some pink fluffy dice.
C. An MPEG Video CD card for your Saturn.

LUCY

"I'm getting my letter box specially widened!" beams Miss Hill, the queen of all our hearts. Always the bridesmaid in the MEAN MACHINES love letter stakes, Lucy's hoping for a massive influx of Valentine's cards. "I want sackfuls. I want to have to hire someone to help me just open them all." The truth is, sadly, somewhat far removed from Lucy's lovelorn fantasies. "I've hardly ever had any Valentine's cards," she sighs, "but I'm dead romantic at heart. True Romance is my favourite romantic film - my favourite bit is when she tells him she's really a hooker and he says he doesn't care. Actually, that's a bit of a fib. My favourite bit is where Dennis Hopper's hand is sliced open and he gets shot in the head. But that's not very romantic, is it?"

STEVE

Steve gets a bit edgy when the subject of his love life comes up. And with good reason – this kid loves 'em and leaves 'em, has a girl in every arcade and leaves a trail of broken hearts wherever he goes. Bitter experience has taught him it's better to use 'em and lose 'em. It all started at infants' school. "There was this chick called Michelle who was the brussel sprout of the class - no-one wanted her. Anyway, I bought her a teddy bear, but she gave it back to me a couple of weeks later, telling me she didn't like me anymore. I was only 10, but I've never forgotten." There is, however, still some room for romance in Steve's life. "I don't normally go for sloppy films, but I suppose Sleepless in Seattle was all right. If you like that sort of thing."

THE SCORES ON THE DOORS:
1. A:5 B:3 C:10
2. A:3 B:5 C:10
3. A:3 B:5 C:10
4. A:5 B:3 C:10
5. A:3 B:5 C:10
6. A:2 B:5 C:10

5-15:
You are romantic but not overtly sentimental and soppy. You are a ladykiller but still macho enough to have huge respect from all your mates.

16-30:
You are the Errol Flynn of romance.

31-60:
You are a very very very sad gamehead, and destined for a lonely life. You buy Mean Machines on a regular basis to feed your games habit.

THE LOVE BOAT

EROS
Steve 'eigth doctor' Merrett
CHIPPENDALE
Angus 'sniff' Swan
BUNNY GIRL
Claire 'Clockwork Knight' Coulthard
BUNNY BOY
Marcus 'anchor' Hearn
DREAM BOAT
Lucy 'no no no no no' Hill
BRUSSEL SPROUT
Steven 'excuse me' Key

LOVE GODDESS
Liz Merrett
SEX KITTEN
Tina Hicks

SPECIAL THANKS TO: Dorian Bloch, Richard Eddy, Sam Forrest, Eileen Peters, Shan Savage and Jonathan Wingate.

SPECIAL NO THANKS TO:
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THE ENDING BIT
I've just had a banana, mainly because they're supposed to be good for you. But fruit and me don't really get on. Shan, I hope your dog has got plenty of water and you're being well behaved. See you soon.

NEWS

ACCESS GRANTED

INTERNET CONNECTION

BY SEGA

SATURN

RELEASE 1996

ORIGIN: JAPAN

MEAN MACHINES have been given information about the rumoured Saturn Internet peripheral. The device allows a Saturn to be connected over a normal phoneline to a variety of online networks, effectively operating as a modem.

Details of the Japanese service are given in the Tokyo toy and hobby market report. It reveals that the technology for the Saturn 'Home Use Internet' has been developed jointly by Sega and the Nissan Motor Company! Bizarrely, demonstration units of the system will be placed in Nissan's car dealerships. There are no plans for similar promotions here.

The report expands on the system's operation: the Saturn will be able to access the World Wide Web, but rather than use the complex system of address protocols, Sega will provide a variety of CD-ROMs with addresses automatically stored, so users will be able to access pre-stored destinations with the minimum fuss. This means the system is ideal for complete novices. There are also plans to introduce new providers, so those looking for more freedom can have it.

The most exciting development of the venture is Sega's Saturn keyboard attachment that will be used for keying in E-Mail messages. For simple commands and messages the joypad will be able to select from a limited menu of phrases, but the keyboard opens up the possibility for information connections every bit as sophisticated as a PC internet connection.

Services for Saturn Internet in Europe are unconfirmed at the moment, but the Japanese service could be up and running as soon as March. For £100, your modem will give you access to three separate strands of services; Sega's own on-line information and network games; a link to a service operated by Fujitsu called Nifty-serve, and the most intriguing, a joint venture called Gift Net.

This is a new company set up by Sega and four others (including Sony!). It lists an impressive range of services, more commercial than current PC networks. These include mail and conferencing, download Karaoke of professional audio quality, real-time multi-player gaming, 'news on demand' and music trial listening.

This revolutionary service will link up Saturns to PCs, AV equipment, even indeed Playstations. The extent to which these services appear in Europe awaits to be seen.

Not so much in the way of news this month, that being the curse of the month post-christmas, when PR people are tucked up in bed with the flu, or too involved in their 1996 expenses claims to pass on info. Despite this, we've managed to source some succulent exclusives.

KEY

CHAMPION!

OLYMPIC GAMES

BY US GOLD

SATURN

RELEASE: SUMMER 1996

ORIGIN: UK

MEAN MACHINES has been graced with the World Exclusive shots of two of US Gold's sports game developments for mid-1996. The UK Software giant grabbed the rights to the Atlanta games early last year, as they had with previous Olympiads. For this year's world jamboree, something special is planned with multiple game releases on a raft of formats. The Saturn is at the forefront with two separate projects.

Olympic Soccer is a polygon-based football game that aims to capitalise on the success of US Gold's Megadrive soccer hit Fever Pitch. Olympic Soccer will be a more serious affair, and the early work seen here shows an attempt to recreate the grandeur of the stadium, whilst retaining the detail on the polygon players.

The sports compilation game is yet to receive a final title, although Atlanta Olympic '96 seems a fair estimation. It's one of those trusty game concepts: the pastiche of different events with a variety of playstyles and controls. There's a mixture of track and field events, including discus, javelin, swimming and shooting. The pre-production renders look stunning.

UP YOUR POLE

PENGO

BY SEGA

MEGADRIVE

RELEASE TBC

ORIGIN: JAPAN

Penguins, quite the most useless "birds" on the planet, star in Sega's optimistic Megadrive update of Pengo, an ancient coin-op devised, oh, in the time of the Incas. The original arcade mode included has Pengo pushing ice blocks within a simple maze aiming to crush the snow bees against the walls. An expanded story mode adds all kinds of new hazards and scenery. The real attraction is a four-player battle mode much like Hudsonsoft's classic Bomberman, with the four characters trying to be the last one left alive. It's bright and bold and, favourable reviews permitting, should be out on your Megadrive here in a few months.

INCREDIBLE HULK

SPACE HULK

BY EA

SATURN

RELEASE TBC

ORIGIN: UK

A surprise addition to the EA Saturn schedule, considering how slowly this stuff has been coming from them, is Space Hulk, a Doom-style game set on a spooky stellar craft. The gloomy corridors and holds of this cargo ship are viewed first-person, with massive monsters tending to jump out from the shadows frequently. Previously well received on the 3DO, a larger segment of the population will get to enjoy it when it gets a Saturn release, apparently in May.

GEBOCKERS

GEBOCKERS

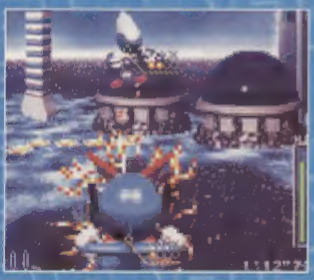
BY SEGA

SATURN

RELEASE FEBRUARY

ORIGIN: JAPAN

How can you invent a sillier title than the one of the game already has? Gebockers is a Japanese development, and despite its dubious genital references, it could be a whole lot of fun. It's a 3-D battle car-driving game with a battalion of cute players. The ground-breaking aspect is that this is the first game to use a link-up cable between two Saturns, allowing multi-player battles! We plan to bring you a review next month.



SONIC FIGHTER

SONIC FIGHTER

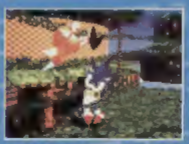
BY SEGA (AM2)

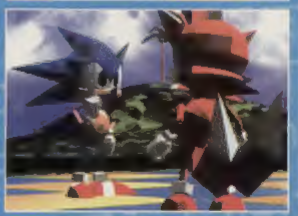
ARCADE

RELEASE SUMMER 96

ORIGIN: JAPAN

An unexpected Sonic arcade development was announced by AM2 as they released pictures of a 3-D Sonic fighting game, VF2 style. The project arose alongside the Fighting Vipers coin-op, and what was beginning a joke has become a serious proposition. At the moment, only Sonic and Tails polygon figures have been created, but this gives an impression of what the final game could look like.





Don't mess with this mean hedgehog.

MINI GOSS

DE-RISE-DRY

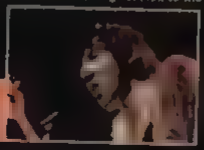
COMPO WINNER!!

VIDEO CD

The latest Video CDs are subjected to our exacting quality control. Shop around for these – many now cost around the same as VHS films.

THE WHO - 30 YEARS OF MAXIMUM R 'N' B LIVE

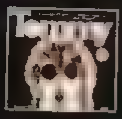
Whichever way you look at it, The Who were naïve – archetypal mods, inventors of the concept album/rock opera and legendary hellraisers. All these aspects of their tempestuous career are addressed by the three original surviving members. Mainman Pete Townshend's comments are surprisingly frank, and illustrate the frustration and bad feeling that led to the group's ultimate disintegration. 154 minutes of brilliant songs, variable quality footage and performances, and interesting interviews. Well worth owning.



MORE ABBA GOLD

Another well-executed video compilation from the Swedish 'Power Pop' combo, mirroring the second Greatest Hits album of two years ago. Although, truth-wise, Polygram are scraping the bottom of the barrel (all of the really big hits were on Abba Gold) Abba Gold is actually a far better buy for comedy value, as there's more actual footage, especially of the later years when Anna and Agnetha began to look distinctly like a pair of middle-aged scrags. The later songs were written when the two couples were having rucks, but anyone who could come up with Summer Night City deserves to be feted, not slagged.

TOMMY - THE MOVIE (1975)



The Who's classic double LP Tommy, released in 1969, found the band at the peak of their creative powers and represented a musical milestone by being the first concept album with a narrative linking all the songs. Ken Russell's misjudged film of this 'rock opera' saddles the superb music with absurdly overblown imagery and some strained performances from well-known musical stars Oliver Reed and Jack Nicholson. Although the influence this film had over today's pop promo directors is clear, it now makes for quite painful viewing. Recommended only for those immune to Russell's worst excesses.

THE PINK PANTHER (1963)

In case you missed this on the telly on Christmas Eve, here's a poolside version of the first Inspector Clouseau film courtesy Philips. Although this spawned six sequels starring Peter Sellers (and a good few without him) it's very different from the screwball tour de forces that came to typify the series in the 1970s. Clouseau is a more restrained figure, hovering on the sidelines of this classy caper comedy which actually has the suave David Niven top-billed. Although still funny, this well-mannered farce seems quite dated in terms of look and style compared to later films. Encoding is generally good.

CLEAR AND PRESENT DANGER (1993)

An unofficial sequel to Patriot Games, with Harrison Ford reprising his role as American agent, Jack Ryan. Instead of loopy Irish terrorists, Hollywood finds a ready-made enemy in the form of evil South American drug barons, who are out to revenge an assassination. But morality becomes a little less clear cut than in the average blockbuster, as Ryan uncovers duplicity at the highest democratic level. Many of the hi-tech warfare themes that figured in Patriot Games return here, with some amazing set-pieces, although Ford plays a less active role in the movie. Encoding is good.

ANNIE HALL (1977)

Once again, a twenty-year old movie gets dragged out for a 'budget' Video CD, but it so happens that this is one of the few big successes of American director Woody Allen. Garnering several Oscars, it's the light-hearted story of a romance between a screwball couple played by Allen and Diane Keaton, when she was kooky and considerably less crabby. Just for a change, Allen decides to play an insecure Jewish intellectual who falls in love with a woman who is, frankly, out of his league. As you might expect, there's not much drawing of guns and the comedy is not of the slapstick variety, though the odd willy joke probably accounts for the 15 rating. Worth seeing, but on VCD?

REVIEWS

TREK VII - GENERATIONS (1995)

The saga of the original Star Trek crew finally came to an end with the latest film in the series. And sadly it's a bit of a turkey. This mish mash unites the Captain of Enterprise-A (James T Kirk, played by the one and only Bill Shatner) with his distant successor on the Enterprise-D (Jean-Luc Picard, played by Patrick Stewart) in a convoluted time-travel yarn with plot holes you could fly a Klingon battle cruiser through. The outstanding performance actually comes from sneering mad scientist Malcolm McDowell. Although these discs became available well in advance of the VHS version of the film, the fact that Philips haven't released them in widescreen and seem to have forgotten Star Trek VI - The Undiscovered Country (probably the finest film in the entire series) is annoying. Encoding is, however, some of the best we've yet seen.

PINK FLOYD - PULSE

Whether you regard Pink Floyd as one of the world's most important groups or simply as a bunch of progressive rock dinosaurs there's no denying they put on a good show. This epic gig was recorded at Earl's Court during the band's month-long residence there in October 1994. The group's surreal projected films are presented here in all their glory, and complement their seminal psychedelic meanderings perfectly. Musical highlights include Astronomy Domine (played live for the first time in nearly twenty-five years), tracks from Wish You Were Here, The Wall and, incredibly, the Dark Side of the Moon album in its entirety. These discs feature a thundering remixed soundtrack as an extra incentive, but are slightly let down by an occasionally 'blocky' picture quality which isn't as good as that we've recently come to expect.

CREAM OF SEGA

As promised, we bring you a regular chart of the best and best-selling games in Sega-dom and, as is our style, we don't do it by halfs, or as Alan Freeman would put it, 'arfs. So Cream of Sega each month will consist of the most up to date sales information, compiled by Gallup and authorised by ELSPA, or a personal chart compiled by the MEAN MACHINES crew, and an interactive chart compiled each month by yourselves. This is the best of software out now and the titles you most anticipate.

HYPE CHART

The games we (and hopefully you) really want.

1 **MANX TT**

2 An AM2 conversion has begun.

3 The conversion is looking sos.

It's nearly here.

The FIFA beater is coming to Saturn.

SALES CHART: SATURN

Gallup's survey of the best selling CDs

1 (-) **VIRTUA [illegible] (Sega)**
Sega stand down for the best selling title.

2 (1) Still formula. Fifa is the biggest game of the moment.

3 (-) A well deserved top three placing for this mega title.

4 (2) Cop slips after a pre-Christmas No. 1 status.

5 (-) AM2's much-abused racer. Will it dive when Rally arrives?

6 (3) Still crawling around the chart after six months.

7 (4) VR obviously doesn't have the impact it once had.

8 (-) Accomplished version of the park building sim.

9 (-) Even this tedious sport can sell.

10 (-) Why are there no good golf titles?

SALES CHART: MEGADRIVE

Gallup's guide to what's shifting 16-bit style.

1 (-) **FIFA SOCCER '96 (EA)**
Exciting, all selling Fifa.

2 (-) **PREMIER MANAGER (Sega)**
Gremlin's massive management hit nets top spot.

3 (-) Discounts boost staying power.

4 (-) Codies' classic is strongly placed.

5 (-) Selling on the basis of a bargain price.

6 (-) The best new tournament in years.

7 (-) Incredibly, just behind the new version.

8 (-) The not-too-different sequel to a stunning game.

9 (-) A 100,000 seller of 1995 still charting.

10 (-) Where did this come from? (A ancient history).

BE AN OPINION FORMER

We want you to create a reader's chart of top Saturn and Megadrive titles. Each month we'll be listing the games you most want and those you are looking forward to. Just fill in the coupon. Also, fill in the part guessing the most popular game of the month. One of those smart enough to guess the top of the reader's chart will win a copy of that game.

MY TOP THREE SATURN GAMES ARE

MY TOP THREE MEGADRIVE GAMES ARE

I'M MOST LOOKING FORWARD TO

I PREDICT THE MOST POPULAR GAME WILL BE

NAME

ADDRESS

Send to Cream of Sega, MEAN MACHINES SEGA, Priory Court 30-32 Farringdon Lane, London EC1R 3AU

OFFICE CHART SATURN

Our choice of the next generation titles.

1 (1) **VIRTUA [illegible]**
The 'last hours' chart at last.

2 (-) Must be the Dolby Surround that's lit the atmosphere.

3 (-) Jon's pukka choppa propels itself toward.

4 (-) Cruelly excluded before, but now rightfully installed.

5 (-) Despite a mini slagging, proving mysteriously popular.

OFFICE CHART MEGADRIVE

Our choice of the 16-bit titles.

1 (-) **TOY STO[illegible]**
[illegible] loves it.

2 (-) What Marcus does at home.

3 (-) If only we could blag some more off Virgin.

4 (-) Changing the face of football. Maybe.

ocean

PC, PC CD-ROM, MAC, AMIGA, MEGA DRIVE, SNES,

TEAM 17

WORMS

they've turned

What's it all about?

Well, rather like the morning after a freaky hot curry, the feeling is impossible to explain. You simply have to experience it.

So no matter what else you [illegible] today, get hold of a copy of Worms and blast away. Who knows, maybe you have the World's hardest worm.

© TEAM 17 1995

WORMS PLAYABLE PC DEMO - http://www.team17.com/

Magic Carpet

CREATION

Flying Carpet began as a project by Bullfrog programmer Glen Corpus. His initial achievement on the PC was to develop a non-specific 3-D world generator that could be viewed in fast, first-person 3-D perspective. At first, the idea was to use the engine for a flight simulation, but the foreshortened horizon of the graphics engine made it unsatisfactory for displaying the kind of panorama needed for a convincing plane simulation. In any case, Glen was more interested in creating a game that could be picked up and played, without the need for excessive amounts of keys or wading through manuals. The essence of his 'action adventure fantasy world simulator' was born.

16 MM SEGA

CONVERSION

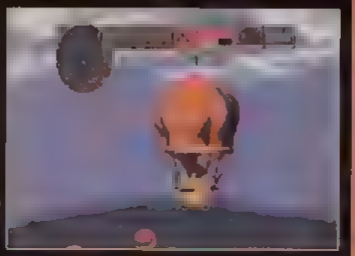
Andy Nuttall explains that the main task for the programmers was getting the game to run at optimum speed while maintaining a decent number of frame animations per second. The first porting of the PC code produced a paltry three frames per second! Since then, intensive programming, mainly on ways of saving the main processor work, have boosted this to a much more acceptable range of between 12 and 20 frames per second. Normally the game runs at a smooth 30 frames, but when a particularly large amount of detail is displayed, the Saturn automatically reduces this to prevent the game action slowing down. Andy assures us that this will only happen on levels far into the game, when the amount of enemies in any one level are reaching their maximum.

"Andy explains one ingenious method of easing the Saturn's workload. Part of its calculation in each cycle is analysing the status of each element within the level; from monsters down to trees and landscape elevation. This takes up a large amount of processing time, and obviously much of it is superfluous, since only a small portion of each level is visible at one time. The team have stripped out unnecessary data for those elements not within the range of the 'all-seeing eye'. Maximising the conversion also involves learning some of the arcane ways of the Saturn, which is a machine with many quirky features and some unfathomable methods. The use of polygons is one. Andy explains how they have come across one peculiarity almost by accident: when plotting polygons, the Saturn maps them in a series of successive points. Krysalis, the conversion team, have discovered that mapping the points in one sequence, the Saturn handles the polygon three times faster than an alternative sequence for the same polygon! Also, for some reason, the Saturn doesn't like flipping texture-maps on polygons, which run many times slower than the same design displayed in the original orientation.

However, the consensus is that the Saturn is probably an easier machine to program Bullfrog's conversions for, since it relies less on custom hardware effects like those on the Playstation. Since Bullfrog game originate on the PC, which has no custom effects, these do not exist in the original programming. The comparatively high speed of the Saturn's main processors can be put to good use.

EPIC

Bullfrog are ready to admit that Magic Carpet was originally a very hard game — perhaps even too hard. The Saturn version may be made slightly easier to compensate for the profile of the owner, and as a response to the PC version's only real omission: in-game saving. This allowed you to save the game at any point, effectively buffering you from any loss of life. But as that took nearly a quarter of a megabyte of memory, it wasn't practical to achieve in the Saturn's RAM. In any case, it was an unsatisfying way to plough through the game.
Although the game won't be as unforgiving, it will certainly be as challenging, indeed it's even larger by the incorporation of the 25 level 'Hidden Worlds' that Bullfrog issued as a levels disk for the PC version.
They decided to add these to the main game rather than offer them as a separate mode because they are just so difficult. Any player making their way to the hidden worlds, faces extreme danger in a matter of seconds, as many less skilful PC owners who bought Hidden Worlds without completing the main game found. Cathy illustrates just how challenging the original was by recounting a story of a blunder with the original. It appears an early version of the game had a bug on the very last level. Although a rectified version was sent to the duplication house, the wrong version was actually released. However, it was only several weeks after release that anyone got far enough into the game to discover it. Magic Carpet posed a stiff challenge even to the die-harde used to 'doing' new releases in a matter of days.



CUTTING A RUG

The control mode is something still under debate amongst the team, with no less than seven control configurations under consideration. The game's complexity of functions, especially the plane-style controls, make it tricky to convert to the joypad after the greater flexibility of the PC keyboard. Although the inclusion of a redefining option is a strong possibility, the effectiveness of the default control configuration is seen as very important, as Bullfrog's intention all along is to create a game you can pick up and play without labouring through a manual or mastering a torturous control system. In line with that, they've also given players instant access to two of the spells immediately — previously these had to be collected. The effect is to introduce the main game action from the beginning, without any need for preliminaries.

AEOLIAN MODES

The enchanting music wafting from the demo is all original. It was decided to create new music for the Saturn version as the original used midi-files stored on CD. The conversion enabled CD-quality music to be streamed directly off the CD while the game was in progress, and also left more room in the Saturn's internal memory for sound effects to be sampled at the highest rate. Accessing the CD directly caused problems for one of Andy's novel ideas, 'danger music'. This would change the normally calm musical score to a pacier tempo when the player was attacked, making the music more of an interactive soundtrack. However, the delay in accessing the CD produces an ugly gap. Luckily, a sound effect produced when the player is first hit bridges the gap between the two CD soundtracks. The range of ambient effects is stunning, using a spatial stereo effects and matching sound to environment, like waves lapping when on water, and the soft murmuring of voices heard when passing over the bedouin encampment.

DEATH MATS

The prospect of a multi-player option was unexpectedly raised by Bullfrog, who revealed that the long-awaited Saturn link-up technology is ready, albeit not quite available to third-party developers in the UK. The Magic Carpet programmers were hoping to get access to the hardware sometime after Christmas, meaning the chances of getting human head-to-head competition a very remote, but still existant proposition. The team have a set of twenty multi-player levels from the PC network game that could easily be adapted to the Saturn. The main problem is the comprehensive testing that this option would entail when the game is scheduled for completion then release in early February, mid-March respectively. The fact that Magic Carpet would be the first game to utilise it would require extra care. If the option does miss the deadline, Andy is convinced it will be included in the scheduled Magic Carpet II sequel.

ALL-SEEING EYE

The potentially disorientating playfields are countered by the 'all seeing eye' - effectively a radar which displays all the level elements within the player's proximity as colour-coded dots. The eye makes the collection of mana and the location of creatures easier. However, the implementation at the moment has a difficulty. The detail in the eye is warping when the player moves, which provides a very pretty graphic twisting effect, but is sadly useless for a radar function. Although this will be sorted, the team are actually looking for a graphical use for the strange bug.

CONCIOUSNESS

A high-level of artificial intelligence is a hallmark of the non-player characters found in all Bullfrog games. Magic Carpet has the most sophisticated yet (although this is set to be outdone by their Dungeon Keeper project). There are three distinct levels of computer generated intelligence within the game, for each of the different living elements within the world:

MONSTERS

The monsters have a basic aim: to maintain themselves and destroy all others. However, the range of species evolve throughout the game so the later wyverns and dragons are much more skilled than the bees or vultures you encounter early on. Large beings use spells and seek out your vulnerable fortresses and weakened player. Alarmingly, the creatures show signs of group intelligence -- if your castle is being attacked, surrounding creatures will swarm instinctively to share in the action.

PEOPLE

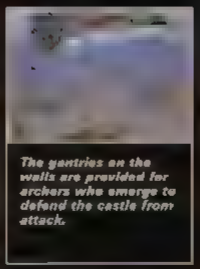
Like the individuals in Populous, the human inhabitants are relatively weak and are there to be manipulated. Their settlements and encampments are at your mercy, and the spell that brings you mana may also be used to align them to your cause. Under your banner they will fight the other wizards and creatures, defending your fortresses. However, the people may turn against you, especially if ill-treated. One villager whose tent (and presumably family) was burnt to the ground, was seen running to the player's majestic stronghold to hurl stones at the wall!

WIZARDS

Your real opponents are the seven wizards who are out for exactly the same as you -- mana, by all means necessary. The highest level of AI has been reserved for them, and they populate the later levels. Each has, to some degree, a character, and all will take advantage of situations: heading towards large supplies of mana caused by a monster kill; specifically attacking your fortresses to gain mana; fleeing from attacks and using spells. They have also been programmed to learn your tactics, eventually getting wise and avoiding attacks. Once learned, they will retain the knowledge to use in your rematches on later levels. So the game is more difficult for the experienced player, as the computer players react to their tactics quicker.

YOU CANNOT CHANGE THE LAWS OF PHYSICS

A unique and striking feature of the Magic Carpet world generator, is how the programmers have aimed to be realistic in terms of physical aspects, like the effects of gravity and momentum plus the effects of your magic. If you cast a fiery spell across a forest landscape, the trees will continue to burn after the spell is finished, effectively leaving blackened stumps. Raise a volcano, and it will eventually subside into a smoking stack. The fractal landscape is subject to randomised effects, so no two chasms or volcanoes you create will look the same. Great care has been taken over the physics of the mysterious Mana balls. It's an impressive sight to see them trickle down a hill, and the have been given an amorphous quality like mercury — Mana balls that collide with enough force will melt into a larger sphere.



The gantries on the walls are provided for archers who emerge to defend the castle from attack.

FORTRESS MENTALITY

Castles built on precipices are limited in their expansion.

The third level castle has an outer wall to protect the central tower. This can withstand a certain amount of damage before collapsing.

The idea of Castles arose as a means of defending your position within Magic Carpet — rolling around looking for Mana leaves you too exposed to the game's larger denizens which can destroy you in a frighteningly short time. Castles are a means of storing Mana which you would lose if killed, and also as a refuge to recover. However, since castles themselves are vulnerable to attack, they become a strategic part of the game: you have the option of just how much to develop your castle defenses and how much time you will spend personally defending the place. Castles may be placed anywhere, and where they are placed has an influence on the game. For example, a castle built on water is safe from land-based creatures, but vulnerable to Kraken attack. Also, building near a settlement may offer your castle the protection of the locals, if they are aligned to you.

When a castle is built, it rises majestically out of the ground in one of the game's most impressive visual effects. At its central tower your balloon is stationed — an airborne engine that will travel to collect Mana you have possessed. Once you have located the castle spell and have sufficient Mana, you can enlarge your castle with further walls and towers, even archers who will patrol the walls. Larger castles can store more Mana. If your castle is attacked repeatedly, its walls will be shot until eventually the central tower is exposed, risking all the Mana contained there. This sequence shows the progressive rise of a castle.

MAJOR ARCANA

THE SPELLS

FIREBALL
The most used spell — will destroy any creature with enough hits. One of the spells in your wizard's 'starter kit'.

POSSESSION
Essential to the game, so sensibly included in your 'starter kit'. Possession marks out neutral mana (or mana aligned to other wizards) as your own. Also aligns people.

ACCELERATE
Originally two distinct spells on the PC (forward and backward), this is now a general purpose temporary burst of high speed. Use to flee ambushes or the dreaded Duel spell.

CASTLE
Another mainstay, the Castle spell allows you to build, and then expand, your mana protecting castle.

SHIELD
Simply put, a Mana draining spell that protects you from the magical or missile attacks of your enemies.

[illegible]
Another of the simpler spells. Converts Mana into health.

CRATER
A magical means of removing the earth from under the feet of your enemies. Ground falls away in awesome fashion, damaging those in the [illegible]

EARTHQUAKE
A more powerful incarnation of the Crater spell, with a more devastating effect on the earth over a wider area.

VOLCANO
Stupendous, highly-charged and highly draining necromancy produces a fully-fledged fire-spewer from the depths of Hell. Naturally lays waste to the environs.

METEOR
The most powerful enchantment, a sky-filling eruption of fire that is particularly effective against the airborne attackers.

LIGHTNING BOLT
A single charge of electrical energy working like a more powerful version of fireball.

LIGHTNING STORM
A curious electrical phenomenon that unleashes a floating orb from which electrical tentacles trace the sky, seeking targets.

[illegible] MAGNET
A utility spell cast on a mana orb which then attracts the surrounding mana to merge with it. Makes it easier for the balloons to collect.

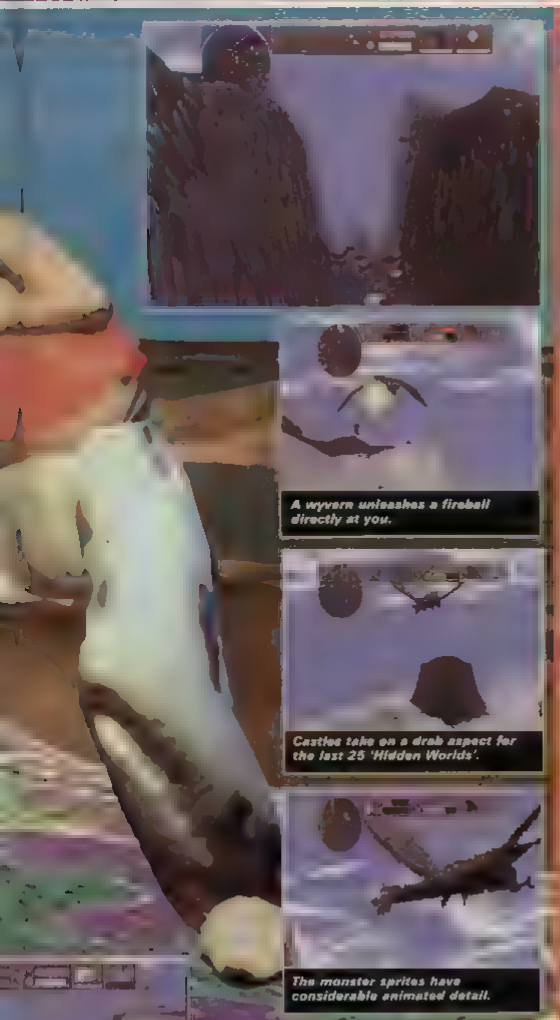
ARMY OF UNDEAD
Cool spell which raises a legion of skeleton warriors who trek across the world looking for victims. They attack indiscriminately, so injudicious use of this spell can lead to you or your castle coming under attack from your own warriors!

WALL OF FIRE
A localised burning, with one particular foe singled out for body-hair singeing sorcery.

[illegible]
A spell which potentially cuts both ways. It forms a magical bond between you and an opponent, with no means of escape. Most strategically used to pick on a weakened enemy.

INVISIBILITY
No surprises here. A necromantic favourite from Madame Mimm to Gandalf, both concealing and protecting the physical form.

GLOBAL DEATH
A mysterious ultimate incantation that would prove devastating, if only you had the huge amounts of Mana needed to cast it on a regular basis.



A wyvern unleashes a fireball directly at you.

Castles take on a drab aspect for the last 25 'Hidden Worlds'.

The monster sprites have considerable animated detail.

BESTIALITY

The spawn of evil comes in many forms; from lowly creeping things to majestic malevolent winged behemoths. Glimpse into the dark recesses of the Bullfrog Bestiary.

BIRDS
Angry swarms of puny attackers who actions disorientate and gradually weaken.

VULTURES
Low forms, acting like Hitchcockian winged horrors. Taking them out is a form of Carpet sport.

TROLLS
Lumbering, muscular and slow-moving, they pose a greater threat to your land-based castles than your sprightly self.

WORMS
Like the mysterious monsters of Herbert's Dune novels, these vast segmented forms roll around the shores. They have magic and contain large mana stores.

CRABS
A curious life-cycled creature that grows in size and power, until it is launching spells of considerable power. Its final act is to lay eggs which spawn further crustacean progeny.

GRIFFINS
This classic hybrid creature, lion and eagle, is an aggressive winged herbinger, sooty black with demonic eyes. There are few sights more terrifying than a flock of griffins.

DRAGONS
The streamer-like Chinese form of dragon is used in preference to the quadrapedal European traditional dragon, who would ground. The sky employing spells of greater magnitudes. They are bold enough to assault castles — and destroy them.

KRAKEN
The sea monster of every sailor's nightmares, hordes of Krakens make there way slowly across the ocean, only their strangely human torsoes visible.

WYVERNS
Dark representations like dragon and demon, wyverns have speed and aggression to match their magical prowess. Populating the later levels in number, these can rip the Mana from your body in seconds.

BREAD OF HEAVEN

The central mechanic of the game is Mana, an esoteric substance that was central to previous Bullfrog games, Populous I & II. It's best likened to an energy force, one aligned especially to magic, and one possessed of all creatures. For reasons explained within the game's plot, a huge store of mana has been cast out across 75 different worlds, finding its way into the forms of evil creatures and unscrupulous sorcerors. You are a sorceror (and you can be as unscrupulous as you wish) who has the aim of collecting all the mana you can lay your hands on, by destroying the creatures who have attained it. Your method is magic, but these powers are limited to the spells in your arcana, and the mana you already have — as using magic itself disperses mana. In the game, pure mana appears as orbs scattered across the landscape, to be collected by yourself or your airborne engines. Mana by itself is neither good nor evil. It belongs to no-one until it has been marked by the most-used spell you have, Possession. You are not the only one looking for mana, or the only character with the power to possess it. Your seven competing wizards are seeking it out, and as they gain more, their power grows too.

The original inspiration for Magic Carpet's scenery was Celtic myth and legend. Although the game developed a Middle Eastern theme, shades of Ulltean can be seen in stills like this.

THE GATHERING

Bullfrog would agree that Magic Carpet, despite being a departure, follows the strand that characterises most of Bullfrog's games. We've looked through the back catalogue for features and motifs that appear in Magic Carpet.

POPULOUS

The game with the strongest resonances with Magic Carpet, which is in many ways a 3-D updating of the game idea. It has:

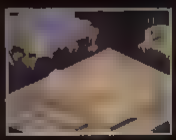
The Mana Concept. The idea of an energy force to be collected on a succession of worlds, and transferable into energy. However, Mana in Populous is invisible.

People. The first Bullfrog game introduced the idea of intelligent populations that could be used and influenced by yourself.

Spells. Magic was at the heart of the game, with ever more powerful spells available.

Land levels. Raising and lowering the level of land was simply portrayed, to become much more dramatic in Magic Carpet.

POPULOUS II



Although not too different from the original game, many of the specific spells in Populous II: Pillar of Fire, Lightning Storm, Volcano and earthquake were introduced in isometric form. The permanent effect on the landscape was also a novelty.

POWERMONGER

A strategy war-game that first used a malleable 3-D world, displayed from a more flexible range of perspectives than Populous. The idea of fortresses being used as defensive positions arises here, and the use of sound effects for an outdoor ambience is an idea expanded in Magic Carpet.

THEME PARK

Not as divorced as it may seem, especially in game mechanics. Bullfrog certainly ported some AI routines to their management game, but the real connection with the future of Theme Park lovers may become your Magic Carpet. Competition in the game with you.

HI-OCTANE

Bullfrog's most recent release has some of the strategic elements of Magic Carpet, but its 3-D course generator bears a striking resemblance to Magic Carpet's world generator. The free-form nature of Carpet has resulted in significant changes, but the landscape 'feel' is similar. Morphing landscapes are also a feature of both games.

A skeleton army has found its way to the walls of your castle, sets to work on its destruction.

WORK IN PROGRESS

PROJECT
... CLUB
PUBLISHER
ESTIMATED
RELEASE
FORMAT
SATURN
DEVELOPERS

Acclaim acquired Iguana Entertainment last year in a highly publicised and very expensive deal. The American developer had worked with the firm for several years on a variety of projects, but their most celebrated titles had been sports conversions ... first Madden game's developers).

... other one being Croydon-based Probe Software) and it would seem the sensible option for them to concentrate on the American sports market. NFL Quarterback Club '96 follows on from the '95 versions, which appeared both on Megadrive and 32X. Naturally, the Saturn version is a leap forward in technical capability.

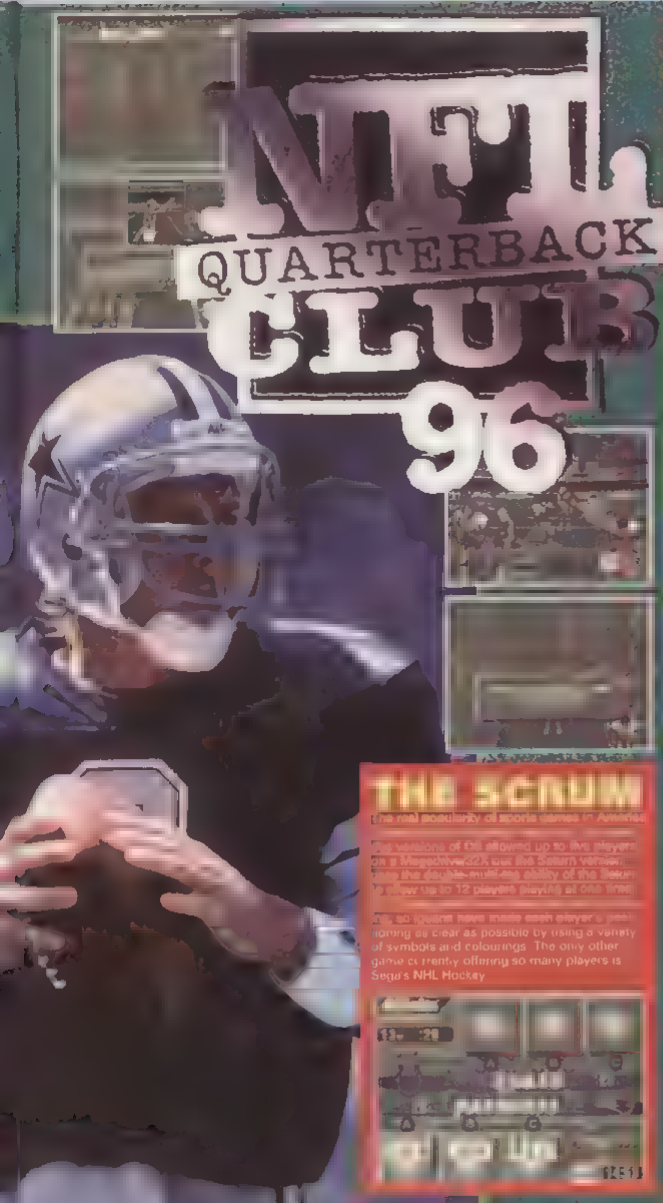
What Acclaim have in mind is a raft of sports titles based on the most ... technology.

HISTORY DICTATES

The main season option. In the original, this was a bizarre training ground. Here ... a chance to match the greats or rewrite history by attempting one of the ...

... in specific situations.

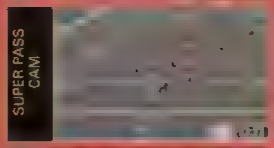
NFL QUARTERBACK CLUB 96

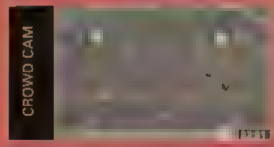


FROM THE SIDELINES

Acclaim have now set down for serious sports games. NFL QB Club covers a range of viewing positions that keeps up the player to viewer interactivity. NFLs are traditionally perfect enough some are nearly practised that different. The realistic aim, for example, where a viewer can't appreciate in any moment, but as important due to large team teams, which will get lost. The standard views that part extremely well to follow passes and punts.

VIEWS (TO DATE)





THE SCRUM

[illegible] real popularity of sports games in America.

[illegible] of the allowed up to five players [illegible] Megadrive 32X but [illegible] Saturn version [illegible] the Playstation [illegible] ability of the Saturn [illegible] allowing up to 12 players playing at once [illegible].

[illegible] have made each player as [illegible] as possible by using a variety of symbols and colourings. The only other game currently offering so many players is Sega's NHL Hockey.

Taito are an old name in the arcades. Responsible for some really smart early coin-ops (Bubble Bobble, Rainbow Islands and Elevator Action spring to mind) their recent output has been less inspiring compared to the amazing Model 1 and 2 cabinets put together by Sega. They instead seek refuge in the cut-down scrolling shooter cabinets. Nevertheless, these translate remarkably well to the Saturn, whose architecture is perfect for two-dimensional scrolling games, with more layers of parallax than other 32-bit machines, and a fast enough processor to handle lots of sprites.

Darius springs from an old coin-op of the same name that was a bit of a reply to Konami's Gradius series. Its big innovation was a two-player option and a synchronised split-screen, with two monitors set in horizontal sequence for a panoramic playing area.

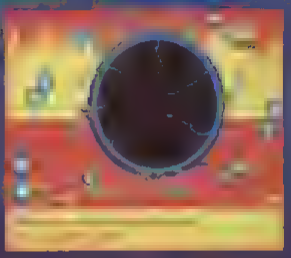
This has, of course, gone. But the game's essentially fishy enemies have been retained, as has the multiple course structure to the game. Instead of a linear level development, Darius offers you a series of choices after each level, which fan out into six different endings. The result is a mind blowing number of different bosses, and a game which will take a considerable amount of time to plough through.

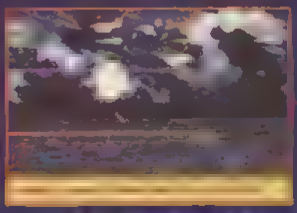
Darius is characterised by some really creepy effects in the background. Between each level you undergo a kind of hyperspace smearing effect. Then there's wibbl[illegible] backgrounds, strange lights, transparency, rotating [illegible] backgrounds, elements and colour-cycling; every conceivable hardware/software effect is employed.

THE MASTER RACE

[illegible] great store by its bosses [illegible] of the old school of game mega designers [illegible] bombs and the occasional lurch [illegible]. Wonderfully nostalgic stuff. And they resolutely [illegible] Japanese [illegible] also come up with sparkling n[illegible] ones which you sound [illegible] sensible, but [illegible] to see '[illegible] Menage', 'Curious Chandelier' or [illegible] Coronation. More to the point, will you be able to spell them?

RIUS





PROJECT

PUBLISHER

INITIATED

RELEASE FORMAT

DEVELOPER

BLA
MACHIN

Fancy something exploding between your thighs? Step with Gus into the lewd world of boobs and bombs that is Core's Saturn: Machinehead.

To some people, a computer programmer is a nerd in a Liberty bodice pullover, with specs and a Chris Evans haircut. With no friends. Standing before me, Andy Sandham of Core Design does not fit this particular profile. He's big, he's bolshie and, let's be honest, don't get caught staring at his...

...Core has a little surprise party to view them. Mayhem ensued. The office ...ians having some rope re... to begin ... legs and have no doubt where Andy would ...be. However, he is quite ... about B... game which he has basically ... sharp pin pleas ... into it by being asked ... ...ue on a sequel for Battlecorps. ... words, "Come ... be arsed" re... ...oping ... two year old Mega CD game ... ... more original ideas of his own. Those ideas were for a strategy game ... uncomplicated ... with some ... tongue in cheek plot ... ... "William Gibson meets Benny Hill," is her own ... ... on the game's look and feel ... like Battlecorps, and for that matter Core's ... ...hit Thunderhawk 2, Blam! uses a 3-D polygon perspective, although the game engine is wholly original, developed on PC first. There is also heavy weaponry involved ... n Blam! the element of control over this weaponry is tempered by the twisted plot, which can be summed up as 'Bird on a Bomb'.

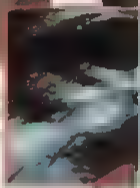
SUICIDE BLONDE

Blam! starts as a technological breakthrough of the early 21st century. In the first decade, scientists have developed nano-machines: self-replicating robots based at the molecular level. These microscopical machines have the ability to replicate and complete an incredible diversity of tasks.

One particular scientist, Tony 'Flabby Defresco', responsible for nano-programming, begins abusing the technology by encoding nanomachines with his own DNA, instructing them to reprogram everything else to its pattern. It was the act of a man with no friends, a fast-food fixation and a body-odour problem. But soon that didn't matter as the mind-bending nano-replication engulfed the whole of humanity in a matter of hours.

10 years pass and, like a grotesque god, Tony sits at the centre of a nightmarish world of monsters and mutations created on his whims, but as much a prisoner of his own creations. He knows that a pair of isolated scientists, sheltering underground, have developed a bomb to destroy the Machinehead core — himself.

That pair are Kimberley Blade, a pneumatic young lady with a brilliant mind. She has just finished the guidance system, with the aid of her rather pervy assistant Orville McCandle. Sadly, her misplaced trust in McCandle is abused when he knocks her with a spanner and ...ps her to the incendiary. Before that, Orville couldn't help dressing her up in a skimpy PVC outfit and styling her hair with the world's last pair of styling tongs, just to please him. She looks dynamite.



AM!

NEHEAD

SECONDS OUT

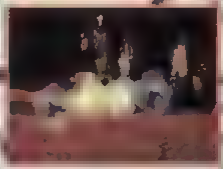
Kimberley's original plan was to send the bomb directly to the Machinehead Core. Now, strapped to the bomb is the Vorpal Blade, Orville is calling the shots. On each of the four game levels he makes demands which you must obey. These are detailed in the FMV sections prior to the game level. It's important to follow these more attentively than most FMV sections, as Orville is pretty specific. Fail to comply and a game of chicken commences, with Orville sporadically turning on the bomb's three minute timer in short bursts.

BIRD ON THE WIRE

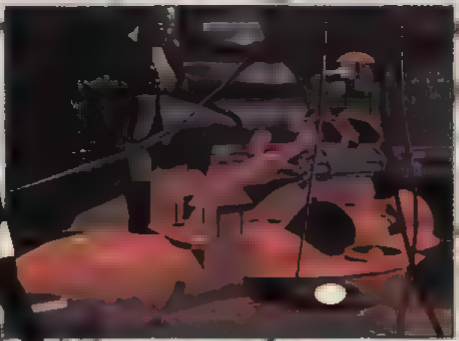
To confuse things, Blam! incorporates a secondary playing area called the Machinescape. This is, in the best traditions of Internet geekery, Cyberspatial. It depicts the virtual mind of the Machinehead, and so is equally hostile to the Vorpal Blade. It's also an excuse for the programmers to go all trippy and introduce loads of gratuitous visual effects. Cyberspace does serve a vital function, however, as it contains objects missing from the real landscape in virtual form. These are held within chambers situated at the edge of the circular Cyberspace. Disorientated? Never mind, just locate the objects and match them in your mind to the missing pieces of the landscape. When you return, pieces of the landscape will have been altered, usually allowing you to complete a hitherto impossible mission. Entry to Cyberspace is via terminals provided on all levels.

INTEGRATION

Continuity within the game structure extends beyond the interlinking plot sequences. Blam! is structured so that the activities and items of one level extend into the following sub-levels. The game has four distinct levels, subdivided into three parts, with most work done on the initial two missions; The Train and The Agent. The Train exemplifies the idea of continuity, as it is central to each stage of the first level. The first task involves locating and powering the train, the next stage has you guiding the train around a network of track, avoiding enemy trains. The final section has you replacing sections of the track from the Machinescape to allow the train to make its final ascent.



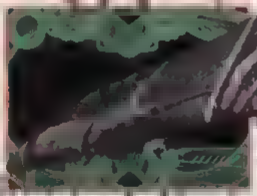
This stage rewards you with a giant pole mint.

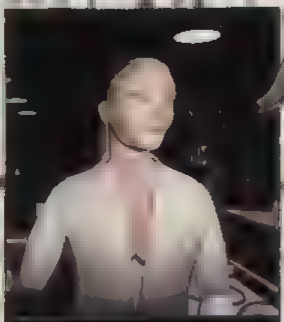


Bondage babe Kimberly Stride tests the big bang theory. Of course, filth like this has no place in games.

POP ART

Blam's punchy cut sequences were created from comic storyboards, originally in sketch form. The project has its own writer specifically to script scenes and dialogue. The comic strips may find their way into the final boxed product.





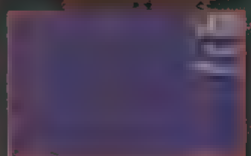
Something tells us this chick's coat's too tight.

NIL POINT

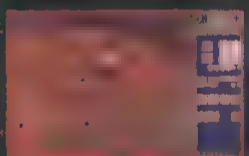
The biggest problem with the Saturn conversion process (when it is written primarily on PC) is the memory restriction created by the 2MB RAM of the Saturn. The detailed texture-mapping of the Nightscope uses more memory than anything else in the game, and these textures have had to be simplified and adapted to occupy less space. General grumblings about some of the other programmer's workings (with the difficulties involved in porting games from one format to another using the C language. The maximum of texture generation the Saturn uses squares instead of every conceivable triangles echoes problems Bullfrog experienced with Hi-Octane last year.

The mechanics of texture-mapping...

...demonstrated through two different...



...sequences of memory-intensive...



...polygon generation.

PROJECT

BUBSY 3D

PUBLISHER

DIFFICULTY

RELEASE

FORMAT

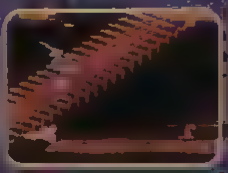
MEGADRIVE

DEVELOPER

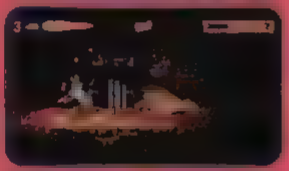
Toy Story will give future Megadrive games a tough act to follow, but Sega are having a crack at a title aimed at a similar market with the forthcoming Sega Bubsy in Claws Trouble.

Eleven levels of primarily platform style action will also feature various guest stars, including Bubsy's arch-enemy Pig and Yarn [illegible] in various disguises. It is not known which [illegible] will also make an appearance, [illegible] presumably [illegible] and [illegible] exactly based on those seen in [illegible] cartoons.

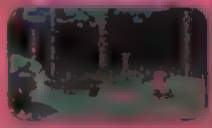
[illegible] Bubsy [illegible] Trouble [illegible] Sega [illegible] by [illegible] to hit [illegible]. In [illegible] a [illegible]



BULLY FOR BUGS



DUCK RABBIT DUCK

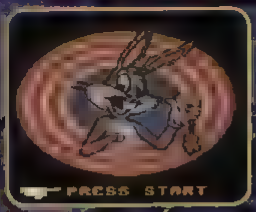


HAIR-RAISING HARE

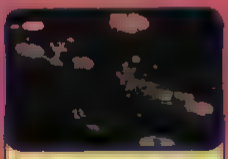
"They laughed at me at the Academy, called me a fool!" etc.

BACK TO THE DRAWING BOARD

HARABIAN NIGHTS



HAREDEVIL HARE



namesis a kicking in this spacebound scooter smash.

So just why was that little green fella always dress Roman soldier? Well?

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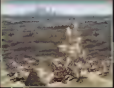
PREVIEWS

GUARDIAN HEROES™

BY	SEGA
GAME TYPE	BEAT
PLAYERS	1-4
COMPLETE	[illegible]

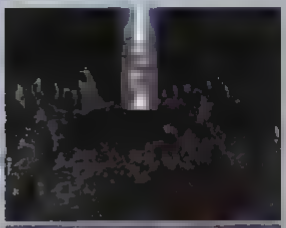
Treasure are a software house that appeared to come from nowhere with their first major title, Gunstar Heroes. The game is now regarded as one of the finest Megadrive titles ever produced. However, some people weren't satisfied and the phrase "one hit wonder" was bandied about rather unfairly. But Treasure dumbfounded their critics once again with the superb Dynamite Headdy, and their status as one of Sega's best developers was assured. Now they are on [illegible] the Saturn market and, if early indications are anything to go [illegible] they have another potential classic on their hands.

Treasure's main claim to fame is the originality of their [illegible] their extremely playable games. Thankfully, the creative sap is still over[illegible] Guardian Heroes benefited greatly. The plot is wandering into RPG terri[illegible] an evil demon [illegible] the local town and warriors being sent to win it [illegible] [illegible] being that the action is centred around [illegible] out of storylines, beautiful [illegible] around vast landscapes. What also [illegible] original is the amount of on-screen action. Usu[illegible] battles are limited to around four characters, bu[illegible] has as many as ten different fighters, some good and some [illegible] all hammering [illegible] way to glory. Couple that with three different perspectives [illegible] what you have is far more beat 'em up festivities than you [illegible]

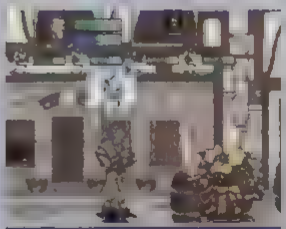


JUMP AROUND

A HELPING HAND



Arise from your graves of the devil's [illegible]



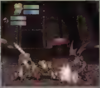
Let us pray. Lord thank us for this dinner and our parents' money thanks.

TAKE YOUR PICK

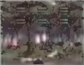
Hmmm one, we have the lovely town level with matching sofa and curtains.

Hmmm two you get a lovely tour through the countryside. Or a mini.

And Bully's special prize, a pack of dogs out to kill you. Smashing.



I CHALLENGE YOU, YOU, YOU AND...



One man and his wand show us the way. Down to the shipple, then left...

EAT YOUR GREENS

THE FAB FOUR

RALDY

HAHN SAMUEL

NICOLA NEIL

Despite sounding like an Essex girl she is in fact a priest from the temple. And although she looks like she's wearing a bikini top, she's actually wearing armour. Her attacks are quite powerful and are mostly defensive purposes so you don't need to worry about getting stuck.

1-4 PLAYER

COMPLETE

Britain's latest original developer, NMS, talks to Mean Machine. Can this one-time Intellivision star be innovative enough to make a Saturn pinball worthwhile?

For [illegible] and Pinball Fantasies, spiritual home for the last nine years (at least) has been Chicago, Illinois. Mostly dirty, it's also pinball city — home to the giants of the [illegible] Williams and Bally. Almost [illegible] programmers out [illegible] their own pinball [illegible] the real sound and [illegible]

NMS [illegible] a lot of [illegible] work for [illegible] Sports [illegible] Team. It was an ovo[illegible] opportunity to [illegible] a high [illegible] animation [illegible]

[illegible] real pinball machine [illegible] one of [illegible] and [illegible] Pro[illegible] of the ear[illegible] advanced [illegible] much-used 3-D Studio, NMS turned mid-way through the project to a far more sophisticated Silicon Graphics set up, using Alias Wavefront, which led to a range of striking effects never seen in a pinball game before.

And after Saturn Tilt, a sequel as part of the deal with Virgin, NMS have new features planned for that which will reflect the constant updating seen in actual pinball, examples being magnetic effects and 'fantasy' elements impossible on a real table like transparent ghost targets.

Scorcher demo

67 SCAVENGER

GAME TYPE RACING

1 PLAYER

COMPLETE

A Scorcher, commonly regarded as a very hot day, as in "Phew, what a scorcher", can also mean something else, as in "Phew, what a racing game". Scorcher is the 16th-[illegible] Vertigo, one of Scavenger's two Saturn projects at the moment. Like Amok, featured some months back, Scorcher arose out of research into the 3-D capabilities of Saturn hardware, and soon [illegible] striking effect.

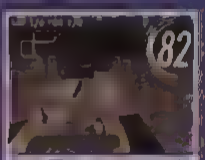
Scavenger [illegible] Swiss software developing company of developers became on a [illegible] project, but based in America. Scavenger [illegible] responsible for Scorcher, which [illegible] Syrinx team have produced Amok.

[illegible] early in development, with two developers [illegible] an [illegible] the speed and [illegible] city [illegible] ices was the odd [illegible] control of the [illegible] flowdriver. Scorcher [illegible] so impressive with the early [illegible] and was distributed [illegible] amongst other [illegible] developers as a demonstration [illegible] for their own Saturn [illegible] It's [illegible] enthusiastic, and if [illegible] way, Scorcher will be one of the [illegible] games of the [illegible]

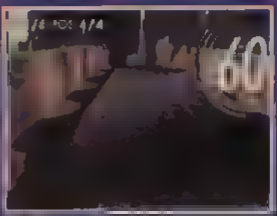
This game is completely alone. And you wondered why it was called Scorcher.

LIVING OFF YOUR GYRO

The gyroscopic vehicles of Scorcher are strikingly original. Your player sits inside a wire-frame [illegible] which is propelled forward by [illegible] forces (there's no visible engine). It means [illegible] the normal sense are [illegible] where you first [illegible] around most levels [illegible] construction makes the most out of the weird inertial forces at work with ramps, cylindrical [illegible] and banked curves.



Surf the Scorcher superhighway in your whirly wireframe wagon, bouncing across all obstacles. Or something.



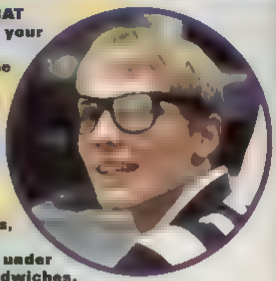
CRAZY PAVING

The feature that really caught Sega's attention was the amazing textured 3-D terrain they have used to create the landscapes in Scorcher. The shadowed, moody speedways use full light-sourced ray-traced textures at a higher resolution than previous

Sequences shown and the tunnel seem out of early are very impressive – the detail on the rippled walls is incredible. This perfect is enhanced by the disorientating twists and dives in the layout.

SCORCHER

STEVE'S TIPS



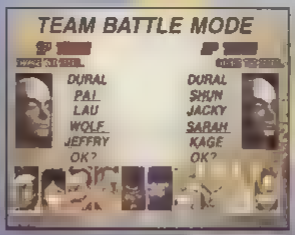
STOP SENDING IN MORTAL BLOODY KOMBAT TIPS!!! Much as I love the game, opening your envelopes in anticipation of something special and then finding "I have found the endurance mode for MK 3" is becoming so common I have to wear protective tips glasses. I wouldn't mind if they were all new and unknown, but some of you even have the cheek to send in tips worded almost exactly as we printed them. Now I love you all really, but the next person to send in MK stuff will get a nasty visit from the MEAN MACHINES Reservoir Dogs who will come and cut your deaf ears off. On top of this, their letters will be served with the ultimate punishment possible – banishing to the crusty bin under Gus's desk, that place only fit for leftover egg sandwiches. Too Heel Send your reams of wonderful cheats to NO, NO, NOT THE BIN! PLEASE!!, TIPS DEPARTMENT, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

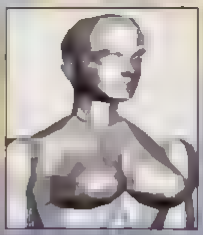
SATURN

VIRTUA FIGHTER 2

PLAY AS DURAL

OK, it may be exactly the same as the original cheat to get Dural, but it still didn't stop lots of you sending it in, claiming that it is the best cheat and you should win a prize. Cobblers. You've got more chance of playing up front for Man Utd. and having the customary relationship with Dani Bass. Anyway, thanks to Phil Hargreaves of Leeds, David King of Cambridge and Dorian S (Boy) for [illegible] So, when you are on the character select screen press Down, Up, Right, A + Left together. Dorian S also rather excellently [illegible] but that if you hold down the R buttons on the character select screen, the option to change the pad configuration comes up. A is standard, B is easy, with all the other buttons acting as P + K together for instance. C means every other button is Defence, and edit is your own personal choice from the options screen.





STREET FIGHTER: THE MOVIE

PLAY AS AKUMA

As Akuma makes his second appearance in these hallowed pages this month, we extend a congratulatory hand towards the following people who managed to find the not so hidden way of accessing him. They are Richard Davies, Steven Noad and Jonathan Raverty. To do it, go to the character select screen, and press Up, B, Down, Z, Right, X, Left and Y. Akuma's black outline should appear over the place of your character, and you can then select him.

"Cor [illegible] you bounder!" A matter of honour [illegible] settled with a good slap.

SEGA RALLY

MIRROR MODE

By the time you read this, Rally should be in the shops, meaning that the next wave of big titles is complete. To celebrate this, Sega have offered 500 copies of the said game to give away. Just tell us what sort of an idiot would fall for this? Answers to us at the usual address. Anyway, if you fancy playing this on Mirror Mode without having to complete it, get to the Championship/Practise select screen and simply hold down X

[illegible] you'll be knocked left to right reflections of the [illegible]

Thanks to Neil Crayne from Kingston in Surrey [illegible] first [illegible]

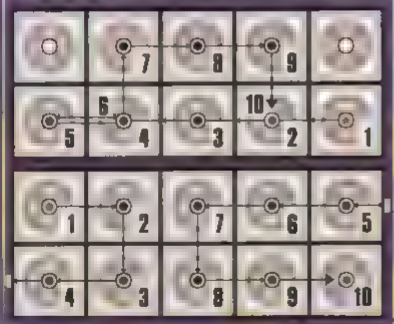
edom
rorrim ni
htiw level
ecaR.
!moorV
moorV

X-MEN: CHILDREN OF THE ATOM

PLAY AS AKUMA

[illegible] guide [illegible] we've been [illegible] to tell you how to get Akuma, Akuma and his moves will be included in the next month's part of the guide, but for those of you who cannot wait, here is the way of doing it for 1 player and 2 player to choose. Follow the movements shown, but a word of warning for the first square and the last square you must leave the select on box on them for the same time eg. 3 seconds. However once either player 1 or 2 has selected Akuma in versus mode, finish the fight and when the continue and options screen pops up hold down L or R and select continue to get a character select menu with Akuma on it.

Finally a word of thanks must go to the delightfully gifted Jamie Smith for the loan of his pencil and crayon movement guides you see here. We are not worthy. Also thanks to Richard La Ruina for sending the cheat in.



THUNDERHAWK 2: FIRESTORM

LEVEL CODES

One of our fave games so nevertheless this year was Thunderhawk 2. Still regarded with high aplomb, it was by no means an easy game, which is why a huge slap on the back must go to Brian Elwood for completely ripping it apart and coming up with all the level passwords. These were easily the best tips of the month and quite rightly earn him the prize for best tip this issue. Phone in to tell us what game you would most desire. On with the codes:

[illegible]
1. [illegible]
2. J[illegible]
3. J[illegible]
4. J7[illegible]

[illegible] AMERICA [illegible]
1. J7RPSRCTLFUSTS[illegible]
2. [illegible]9T7CU4FDBR71
3. J[illegible]

PANA[illegible]
1. J[illegible]
2. J8SORMCK1[illegible]
3. J[illegible]

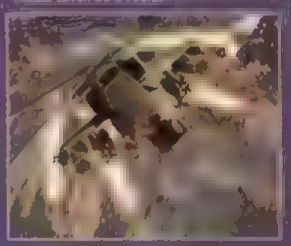
CENTRA[illegible]
1. JONKRNCDGNADSAA
2. JTD4RNCADNABO1[illegible]
3. J[illegible]

EAS[illegible]
1. JOD[illegible]
2. J[illegible]
3. JJ[illegible]

MIDD[illegible]
1. J[illegible]
2. J[illegible]
3. J[illegible]

M[illegible]
1. [illegible]
2. [illegible]
3. [illegible]

UMP4RNDOO668SC
UMVKRNDHB6BO42
Last Level: Go it yourself

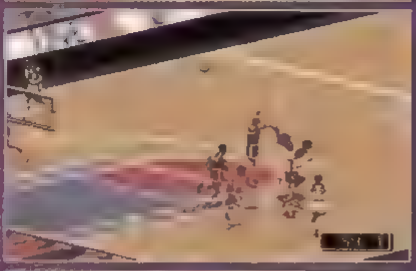


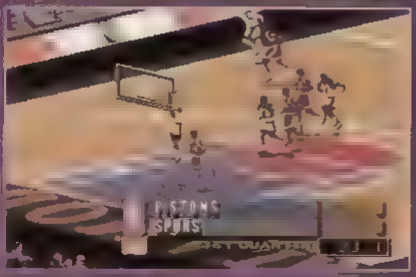
MEGADRIVE

NBA LIVE '96

SECRET PLAYERS

There [illegible], and Electronic [illegible] many to list, but for the superstars include Michael Jordan and Charles [illegible] every [illegible] game [illegible] in all games, and the created player will be in the Free Agents part, and all you [illegible] Skills and [illegible] about the Pistons [illegible] for more characters.





COMIX ZONE

PAPER AEROPLANE

I can't make out exactly what this little tip does, but I think it gives you a smart bomb type thing. Anyway, let Richard Sweeny from Mold Glamorgan take you through it. Start the game as usual, but stay in the first panel so you can practise this cheat. Press and hold B and C for a couple of seconds. Keeping them held down, press A as well. Sketch should have torn down part of the page and made a paper aeroplane out of it. He then throws it at the enemy and it should kill them in one go. It does take off a bit of your energy when you do it and if you don't duck afterwards when the plane is on it's way back it'll take off even more!

ROAD RASH 3

CODES

Although this isn't radically different from the other two, many of you bought it, and Tom Hill from Devon has sent in a few tips for it. If you have the crowbar, and want to get any annoying Rashers out of your way, he says it is best to let them get close to you, move away and then zoom back in towards them and clobber 'em with the crowbar and they'll fall off every time. He also gave us a couple of codes.

1559 POU3: Level 1 with Blur bike(?)
BQ01 AAAH: Level 2 with Stiletto 600 bike
8800 8D09: Level 3 with Perro 250 bike

SATURN

RAYMAN

OPTIONS SCREEN AND [illegible]

The guys [illegible] uncover a couple of ace cheats. The first lets you select an options screen on the [illegible] Meanwhile, [illegible] press [illegible] and Z to get the lives.

MEGADRIVE 32X

VIRTUA FIGHTER

CHANGE COLOURS AND NEW CAMERA VIEWS

We had quite a few tips for this arrive in the office this month, so here are the best for you to muse over. On the character select screen, choose your character and then press Up and A. When the game begins the fighter should be in a different outfit. Also, if you use some of the buttons other than A and use down instead of Up, then you'll see some more dazzling costumes. You have Simon Milford to thank for that. James Gerratt also came up with a few more camera angles. Go to the options screen and move up to camera and select Sky Cam. Now keep tapping right on pad one until two new angles appear. They are Backside 1P and Backside 2P which, unsurprisingly, put you behind the bottoms of either fighter.

GENERAL TIPS

...MACHINES office ...a game of X-...

...you along the way. ... the ... characters ... the same ... start you o... other special mov... in ... this, the first ... ment of a ... expert guide ... ready for ... X-ilient ... play in th... battle of the mutant!

...you will give you a ...shos, or the ...

...on the easiest ...s characters ...es may ... ...e is the ... ...e. When ... ...be told that you have ... moves marke... ...save it and ... ...which is Lev...

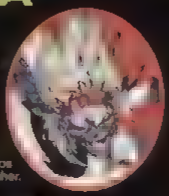
GENERAL MOVES

...rtain moves ...ared amongs... ...moves ... ...to forward... ...ich button ... Forward twice does a dash and is ...ding combos or getting ...

...and punch to roll away from an oppon...

OMEGA RED

One of the stranger ... attacks in the game of ... and can be performed from any angle you desire. His other tentacle attacks have a long reach as well as short, so combos can be easily strung together.



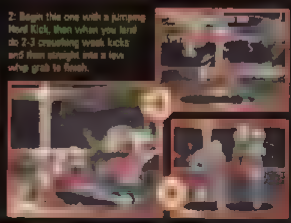
X-MOVES:

Level 1: ... + ...

COMBOS:

1: Start with a jumping high punch, and as soon as you land do a crouching hard punch. Then do a crouching hard kick to finish and get 35% damage.

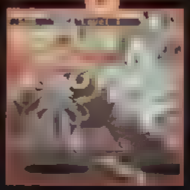
2: Begin this one with a jumping Hard Kick, then when you land do 2-3 crouching weak kicks and then straight into a low whip grab to finish.



STORM

Storm is one of the easiest characters to pick up, and her wide range of attacks make combos easy to find. Her ability to fly is good for longer range attacks but the characters with diagonal fireballs will soon bring her back down to earth. Her hard punch moves, when standing and in the air, are especially good for linking together special attacks.

X-COMBO: Get in close, do two low punches and start the rotation for the X move. When at down right, hit hard punch. Complete the rotation and press two punches to unleash the bolts of lightning on the stood opponent.



X-COMBO: Do a crouching Hard Kick, and execute a low whip grab to throw the opponent into the air. Whilst they are airborne do the X move for at least 50% damage.

X-MOVES:

Level 2: (↓↘→↓↘→) + KKK) Push opponent away.
Level 2: (↓↙←↓↙←) + KKK) Pull opponent towards.
Level 2: (↓↙←↓↙←) + PPP) Stay in air, and use Y to throw fireballs.

COMBOS:

1: Start with a jumping hard kick and go into a standing hard punch whilst performing the movements for a Typhoon. Then use hard punch for the Typhoon to complete 25-30% damage combo

2: Do a slow Lightning attack followed by two small punches. Then do a hard punch Typhoon for 20% damage.

X-MEN

CHILDREN OF THE ATOM

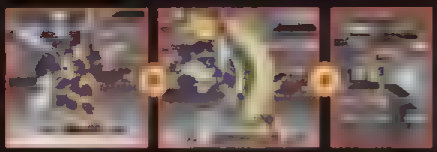
CYCLOPS

He is one of the best three characters in the game, and if you can master him then you will be well on the way to cracking it. His main moves, the Eye beam and the Gene Spikes can be strung together with devastating effect. He also has an easy hard punch and a mini missile which makes a useful weapon.

X-MOVES:

Level 3: (◆◥▶ + P) Multiple Optic beam. Use the D-Pad to control its direction.
Level 3: (◆◤◆ + PPP) Super Optic blast.

COMBOS:



1: Get up close and press high kick twice for easy two hits. Then straight away do the hard punch Gene Spikes and keep tapping for more hits.

2: Begin this with a jumping medium kick, followed by a crouching medium kick. Do the standing double hard kick and finish it with a low optic blast.

X-COMBO: Walk towards your opponent, do the standing medium punch and straight away do a weak punch Gene Spike but DON'T keep pressing the button. Instead, do either X move to get the opponent on the way down.

WOLVERINE

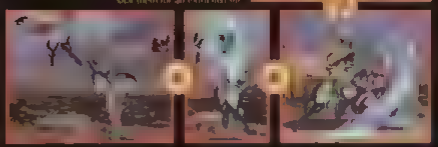
Easily the most popular character in the game, his moves are probably the easiest to execute and the best for stringing together combos. The main disadvantage, however, is that his only long range attacks require him to project himself, leaving him vulnerable to fireballs and jumping attacks.

X-MOVES:

Level 2: (◆◥▶ + PPP) Super Speed and power up.
Level 3: (◆◥▶ + KKK) Energy Regain.

COMBOS:

1: Run towards your enemy, and perform two crouching hard punches, followed by a standing hard punch. Then go straight into the tornado claw, and you should catch them in mid air. Then, as they are about to land, high kick them for an extra hit.



2: When your opponent is about to come, jump in with a hard punch, then do a standing hard punch. Follow that up with a tornado claw and press hi then on the way down with a high kick. Finish it off with a low roll claw.

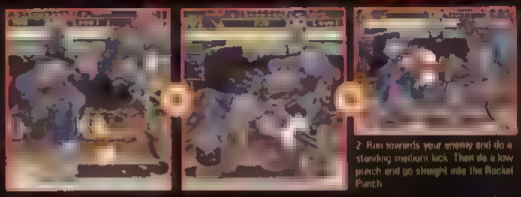
X-COMBO: Again, jump in with a high punch and do a standing high punch whilst performing the movements for the X move. When the opponent has hit the floor, hit the punch buttons for the X move to connect.

SENTINEL

Sentinels huge, [illegible] a bit of a slow old bugger. He has lots of simple attacks requiring only one button, and his long reach is helpful too. Be warned though: if you are playing against a quick character, Sentinel will be hard to work with.

X-MOVES:

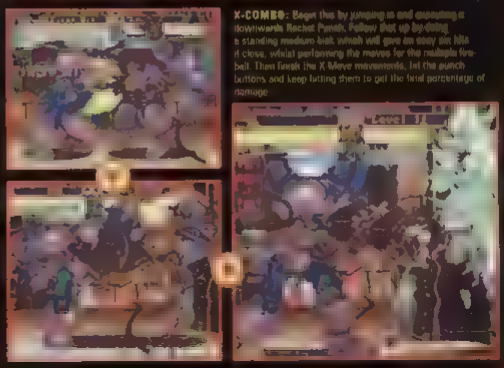
Level 3: (↓↘→ + PPP) Super fireball. Press Hard Punch repeatedly for more hits.
Level 2: (←↙↓ + PPP) Temporary flying ability.



2: Run towards your enemy and do a standing medium kick. Then do a low punch and go straight into the Rocket Punch

COMBOS:

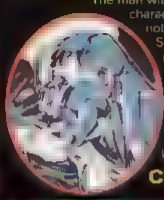
1: Start with a jumping Hard Punch and aim to land as close to the enemy as possible. Then do a standing Hard Kick (which inflicts various degrees of damage depending how close you are) and go into a straight Rocket Punch



X-COMBO: Begin this by jumping in and executing a downwards Rocket Punch. Follow that up by using a standing medium kick which will give an easy air hits if close, whilst performing the moves for the multiple fireball. Then tweak the X-Move movements, hit the punch buttons and keep hitting them to get the total percentage of damage

ICEMAN

The man with the cold streak is also one of the best characters to choose. His range of attacks are not all that wide, but his Ice Beam and Giant Snowball attack can be used together very effectively. His freeze throw can also be used as a Tech Hit, and reversed to collar opponents.



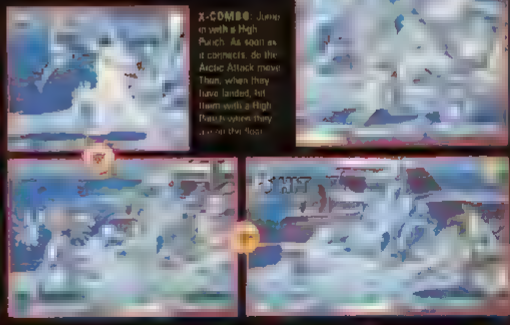
X-MOVES:

Level 2: (←↙↓ + PPP) Temporary Ice Ball wrapped around his fist.
Level 3: (↓↘→ + PPP) Arctic Attack.

2: Run towards your opponent and do a standing high kick, leaving one of your legs in front. As your enemy is falling hit him/her with a high punch

COMBOS:

1: Begin with a jumping hard punch, which should hit around the stomach area as shown. Then do a standing hard kick to knock the opponent into the air and hit them on the way down with the Ice Beam



X-COMBO: Jump in with a High Punch. As soon as it connects, do the Arctic Attack move. Then, when they have landed, hit them with a High Punch before they touch the floor

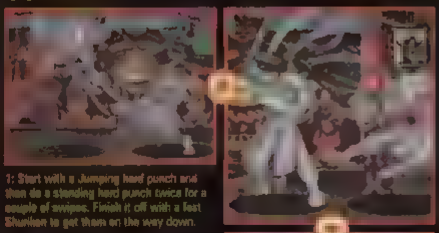
SILVER SAMURAI

This chap's multiple power-ups make good use of his mighty Samurai sword. The fire power-up is his best, but because of his slow moves combos are really tough to get together easily.

X-MOVES:

Level 2: (↓↘→ + P) Charges up the sword. Different buttons bring different elements.
Level 3: (↓↘→ + KKK) Speed up
Level 3: (↓↘→ + PPP) Triple Shuriken

COMBOS:



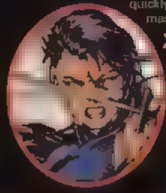
1: Start with a Jumping hard punch and then do a standing hard punch twice for a couple of swipes. Finish it off with a fast Shuriken to get them on the way down.

2: Do a crouching weak kick, followed by a crouching medium kick. Then do another Shuriken to finish.

X-COMBO: Do a standing weak punch, and then go into a standing hard punch whilst performing the movements for the three Shurikens. Execute the X move as soon as the punch has kicked in.

PSYLOCKE

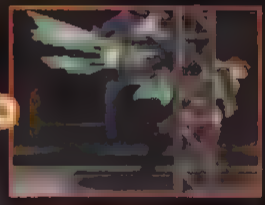
She is the surprise character to play, and is well worth taking the time to master. She performs all her punches and kicks really quickly, making her the easiest person to master combos with.

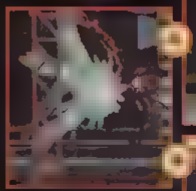


X-MOVES:

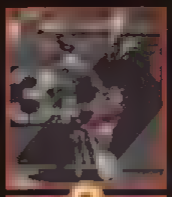
Level 2: (↓↘→ + K): Multiple
Level 3: (↓↘↓ + PPP) Flaming Torpedo.

COMBOS:





1: Jumping weak punch to start, followed by a crouching hard, straight into a hard punch eye beam.

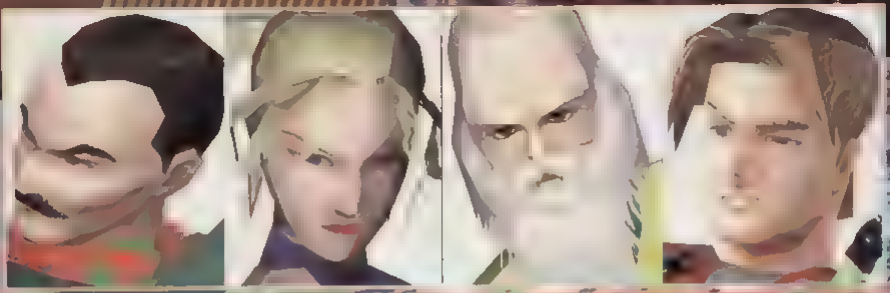


2: Run towards your opponent, and do a standing hard kick followed by a crouching weak punch and a weak punch eye attack.

X-COMBO: Start with a jumping weak punch and then do a crouching weak punch and a crouching hard into the torpedo.

Virtua Fighter 2

Across the world, fans have been arguing about Virtua Fighter 2 ever since it appeared in the arcades. Among the arguments about hardware superiority, in Saturn's favour amongst developers. Even though you probably [illegible] Fighter, the range of extra moves is a [illegible], that this Beginners Guide will [illegible] order [illegible] cover the game in [illegible] It's our two new characters, Rafale, with two [illegible] and Lau Chan.



NEW FEATURES

ESCAPE MOVES

COUNTERS

TAUNTS

SLOWMO

LION RAFALE

Lion, though not the most powerful or vicious of VF2 characters, is definitely the most elegant. Many of his special moves involve intricate spinning movements and delicate footwork. He jabs rather than punches and sweeps rather than kicks, allowing him to dart in and out of the action. This makes him particularly troublesome for the heavier, slower fighters. Another feature is, like his animal namesake, many of Lion's moves are pouncing, thrusting his opponents backward. The advantage of this for gaining sneaky ring-outs is obvious. One weakness is the range of some attacks, particularly his ground attack on fallen opponents. We've selected six attractive techniques for Lion to show off.

'SWINGING ARMS' CODE: ◆+P

'FIST THRUST' CODE: ◆◆+P

'SPIN FORWARD LOW KICK' CODE: ◢ G + K

'GRAB AND FLING' CODE: ◆◆G + P

'REAP THROW' CODE: ◆+P +K

'FRONTAL PIGGYBACK' CODE: ◢◆◆+G+P

SHUN DI

makes him deadly, and particularly
...ent 'experts' who choose more com-
...ventional characters. However, there's a lot of fun
...to be had. Shun's most intriguing moves, listed
...here, are the drinking moves. After using these suc-
...cessfully, he takes a swig from his bottle. Apart from
...giving rest, it also increases the power of his attack
...moves incrementally, and actually allows him to

'HANDSTAND AND KICKS' CODE: ↓ ↘ → + K

'SPINNING TWIST KICK' CODE: ← + K

'TWO HAND PUSH' CODE: P + K

SHUN

'DANCE WITH PUNCHES' CODE:G+P

'CARTWHEEL KICK' CODE: → → + K

'BREAKDANCE KICKS' CODE:D + P + K (,K)

'SPINNING TWIST PUNCH' CODE: ← +P

SARAH

SARAH BRYANT

'TRIPLE PUNCH & RISING KNEE'
CODE: P P P K

'TRIPLE PUNCH AND BACKFLIP'
CODE: P P, P ↓ + K

'SHADOW KICKS'
CODE: ↗ + K K K

'MERCILESS KICK'
CODE: ↗ + K

'DOWNWARD CRESCENT KICK' CODE: G + K

'BELLY SUPLEX' CODE: G + P

LAU CHAN

Lau is the punching powerhouse of the

his nasty specials:

'RISING HEEL KICK' CODE: ↓ + K

'KNIFE HANDS' CODE: ↓ + P, P

'HAND CRUSH' CODE: ↓ + K

To try on a fallen opponent. Lau chance to stomp on the poor guy or gal's hand. (8%)

LAU

'HEAD SLAM' CODE: ↓ ↓ ↑

'WATERWHEEL DROP' CODE: G + P

'RUNNING PUNCHES AND CRESCENT' CODE: P P P + K

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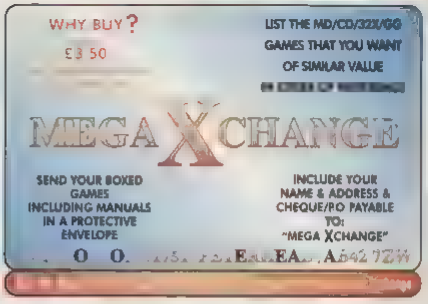
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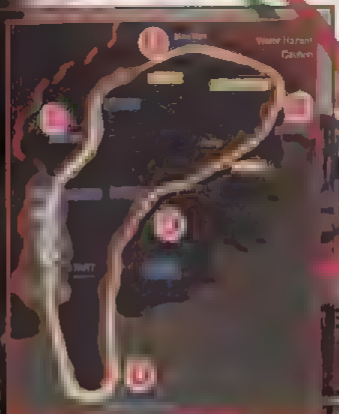
CHAMPIONSHI

1995



DESERT

driving over the grass edges on the slight curves. Lifting off the gas only becomes necessary at 2, where a release when the people come into view ... sound ... lightest part of the ... is easily navigable ... or two ... was it up to ... release, with ... the dirt, as th... spinouts. 8 ... with a slight release all that is ... the hairpin (7) is the most ... corner, the best approach ... a sharp turn followed by a ... at the point of the corner, then ... ration and straightening. Otherwise ... drift will lose you several seconds. In contrast ... ction ... ornal angle ... mace are no problem: a minuscule ... ase for the following medium and tight ... steering through the right/left combo. The last complex corner (11/12) can be tackled by ... through the ... corner ... power ... out for ... straight.

FOREST

MOUN...N

The long opening ... course offers few problems, but the most ... drive ... hug the inside of the corners ... the checkpoint ... This following ... curve (5) requires a ... moment of braking and ... deliberate drift, with a ... quick return to ... acceleration. The ... corner (6) needs only ... light easing on the ... but the following ... straight is deceptively ... narrow. The hairpin (7) is ... The trickiest bend of the ... course, as the dirt piled ... on the ... killer. Best to steer ... advance of the corner, ... turn sharply to take it at ... right-angles then ... accelerate into the slope. ... long requires two short ... breaks in the ... to ... negotiate ... following slope and ... through the town ... braking, so you can look to the next checkpoint. The ... inward ... that demand still steering. The next two ... concealed zig-zag corner ... best tackled by drifting ... bend sho...

MOUNTAIN

BY

RELEASE

PRICE

TBA

GAME TYPE

1
PLAYERS

32
MEG

BREAK DOWN

ORIGINALITY

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME
DIFFICULTY
VARIABLE

CONTINUES
5

SKILL LEVELS
1

ORIGIN

Has banned the world's first totally computer-animated film, using code ported directly from the movie.

GAME AIM

As Woody the cowboy doll, play out racing, platform and Doom-style scenarios from America's Christmas No.1 film.

BEAT THIS

The eagerly anticipated arrival of Toy Story has generated as excitement usually reserved for top flight Saturn titles. Early reports that Disney had succeeded in producing a Megadrive game to rival the look of Clockwork Knight were dismissed as hype. Rumours that animation code had been ported directly from the world's first totally computer-animated film raised expectations further. Could this thing really deliver the look promised in the press pack's [illegible]? And how would it play?

Toy Story closely adheres to the latest film from Disney and Californian animation specialists Pixar – you play Woody, a toy cowboy who becomes jealous when a more sophisticated toy, Space Ranger Buzz Lightyear, is given to his owner, Andy, as a birthday present. Fearful that Buzz, a creation so sophisticated he doesn't even realise he's a toy, will replace him in Andy's affections, a bitter rivalry develops between the two. The game takes this conflict, and the hostile reactions of the other toys in the nursery, as its basis.

Toy Story is destined to become one of Sega UK's [illegible]-profile 16-bit titles on 1996, and has already [illegible] serious units in the States. But enough hype. Time to dust off your Megadrives – and, [illegible] everything you've heard, is true.

4 NIGHTMARE BUZZ

5 A BUZZ CLIP

6 REVENGE OF THE TOYS

7 RUN REX RUN

8 BUZZ BATTLE

STEVE

Blimey. No sooner had the Megadrive been dismissed from the gaming minds of the Saturn and Playstation owners, than this little beauty arrives to bring big cheesy grins to the fat cats at Sega. Not for a long time has any Megadrive game impressed so many people in the way that this has. It's one of those games that leads all the people involved in the industry who have any sense to declare that the old 16 bit scene is nowhere near dead. The graphics are some of the best seen on our humble little machine and show just what it can handle if really pushed. But the fun doesn't stop there. This plays really well to boot, and with so many different styles of play (the Doom-type bit, Micro Machines racing and Mario Kart section are just a couple of examples) bringing much more than the standard platformers. Superb animation and typical Disney/Sega cheesy soundtracks all add to the feel of an excellent game. Sometimes, the action can be a little too simple in places, but that doesn't really matter. Overall, Megadrive owners can look forward to a worthwhile trip to the shops when this is released.

Bit embarrassing this one, really. How many times have we witnessed the latest development in 16-bit software, professing it stretch the Megadrive as far as it can go? How often have we categorically thought we'd finally witnessed all the Megadrive had to offer? Rarely have we been proved so spectacularly mistaken. Film tie-in games are traditionally half-baked excuses to trot out inferior product. Toy Story is a sophisticated and worthy complement to a groundbreaking film, and would stand alone without its lucrative license. The quality of this game's graphics, the variety of its game styles (whoever thought that this would not the scenario for the Megadrive's only spin on Doom?) and the care lavished on everything down to the least significant intro screen (instructions are relayed on an Etch-a-Sketch) make this an incredible achievement in nearly every department.
It seems that the future for the Megadrive is as a machine to cater for younger gameplayers, and this title certainly fits that bill. If you don't like Disney software, don't like the Toy Story film, or didn't like the Saturn Clockwork Knight games then you ain't gonna dig this, however astonishing it may be. Everyone else is in for a treat.
I'm not going to fall in the usual trap of saying that this pushes 16-bit software as far as it can go. Suffice to say that this is one of the most impressive Megadrive titles ever released.

GRAPHICS 94

ANIMATION 91

MUSIC 88

EFFECTS 90

PLAYABILITY 93

LASTABILITY 89

OVERALL

92

EA

OUT NOW

£44.99

FOOTBALL

CONTROL
JOYPAD

GAME
DIFFICULTY
QUITE TOUGH

CONTINUE
SAME GAME

SKILL LEVEL
3

EXCELLENT

FIFA's first outing on the Saturn, continuing the well-received 'next gen' series. Originally one of the best-selling Megadrive titles of all time.

It's footie. Cool. Swap ends at half time. Keep Beckham goals. Hand.

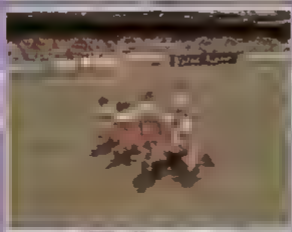
WIN PLAYOFFS

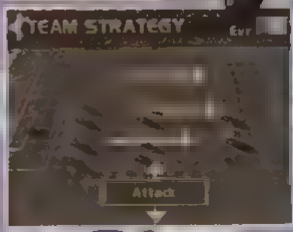
The most eagerly awaited titles in the Saga world at the moment are, surprisingly, not just the Big Three. As well as the conversion of Zoop, other games high on the MEAN MACHINES list of Saturn punt-mutters include the legendary FIFA Soccer. The tried and tested formula of a single isometric viewpoint (used in all the 16 bit versions) has been thrown out of the window and replaced with a multi-angle TV style perspective. The Playstation version of FIFA was widely regarded as the finest football title yet to appear on any machine, and reassuringly the Saturn version seems near identical!

Football is probably the most popular game field for any machines, and if recent hurried attempts to get a game out first (Victory Goal and Hat-trick Heroes, anyone?) are anything to go by, people will cash in on it any way they can. FIFA looks set to add a bit of class to proceedings, if nothing else. Virtual Stadium Soccer, to give the game its proper title, incorporates all the features that you would come to expect from a football match except the manky half time pies and

the 'upgrades' that appeared in the latest Fifa on the Megadrive, this features real player names and teams. As EA themselves boast, "If it's in the game, it's in the game!" Couldn't have put it better myself.

amazing Micky Rap. When the game is paused, if you're fortunate snippets of Johnny boy's archive have been jumbled together for a tune to humble Take That. Trust us, this has to be heard to be believed.





A96

E R

This is Policeman mode, where you are watching the game while on crowd control duties

CAN YOU KICK IT?

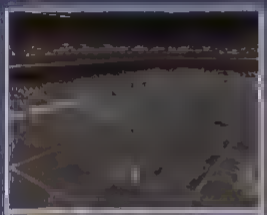
The movements for the players have all been copied straight from the horse's mouth, as it were. Three Sheffield Wednesday players were drafted in to perform a range of their best tricks. These were wireframed, then texture-mapped, and stuck into the game. Quite why they got Sheffield Wednesday players to do this is a mystery, considering the only trick they know is how to get the ball out of the back of the net. This does, however, provide an interesting perspective on the game.

[illegible] REVIEW

As with the original games, the number of teams to choose from is very broad, enabling many a derby to be battled out in your own home. Be it the Scouse derby between Everton and Liverpool at Goodison Park, or the Milan derby in the San Siro, nothing has been passed up. And to make things even better, all the real players are included, adding even more authenticity to the proceedings. But the well known teams aren't the only ones. The more exotic among you have been catered for with the inclusion of the American league and even the Malaysian competition. Quite who they are, or if they are any good, remains a mystery, but until they manage to beat England (which isn't too difficult these days) then they are to football what Madonna is to the Celibacy fund.

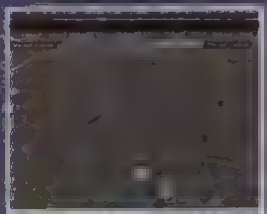
IT'S JUST LIKE THE TELE

As you may have guessed, the Mount Stadium is called so because of the ways, [illegible] same from. Here we go with a complete run down pop pickers. Not 'arf



VIEW 1:
This is the default setting for the game and is the easiest to play under. This view follows the play under a variety of angles, [illegible] as well.

VIEW 2:SIDELINE CAM
Unsurprisingly, this view stays on the touchline and follows the play from there. The nearer the goals you get, the nearer the camera moves to the pitch, then moves back to centre with the ball.



VIEW
This [illegible] above the stadium on a cable, and moves forward and backwards, keeping at the same height along the way.

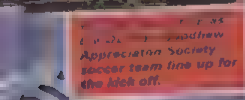
CAM
This is almost the same as the cable, but is a lot lower. This makes the players on the far sides a little harder to make out.

[illegible]CAM
This is the most random camera to select. It changes the view all the time, with closer and far out views, but there is always enough on screen room to see the players that are in the immediate vicinity.

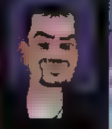
Vinny Jones would have been proud of that tackle. Nasty.

VIEW [illegible] CAM
This is the Virtual Viewpoint, with the action being viewed from down behind the players. Obviously this is good to see all the players directly in front of you, but further away players are harder to pick out. It also makes the longer passes and desperation punts up field slightly harder because you can't see anybody. This should be reserved for showing off status.

VIEW 7:BALL CAM
This is really quite self explanatory, as the ball is the central point of the camera. It stays only a few yards or so away from the ball and, like the shoulder cam, is good for seeing the close players.



COMMENT

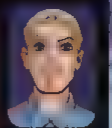


MARCUS

...there is little to find fault in here, the FIFA series having finally entered the arena of superb simulation alongside exciting gameplay. One minor gripe (except the...

...ultimate of even the highest expectations from the FIFA series surely can't be far away.

COMMENT



STEVE

Virtual Stadium arrived all...

...dramatic twist into reality.

This game really puts you there, with CD quality crowd songs, far more realistic...

...and general movements are all good. And because they look real, it means that it feels the same way. Passes go where you want them to, and it's impossible to do the same tackles to keep scoring, so it's so...

Crowd songs are an integral part of the proceedings. But this time they seem to...

...What a load of rubbish.' And when playing against Man Utd, a chorus resembling "What a waste of money," could be heard. Wonder why?

Appreciation Society soccer team line up for the kick off.

GRAPHICS 92

▲ The stadium, and the presentation, is all top notch.
▼ The FMV sequences at half time could have been better.

SOUND 87

▲ Players look and move so realistically that it's almost like being there.

PLAYABILITY 90

▲ Some of the tunes grind a bit, but when you've got the Manky rap, who cares?

LASTABILITY 91

▲ Crowd noises have all been sharpened and made clearer.
▼ There are no really fantastic yells when a goal is scored.

DIFFICULTY 88

▲ Easy to get into, difficult to put down.
▼ Sometimes playing the computer is too difficult.

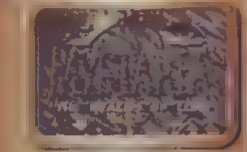
OPTIONS 87

▲ Lots of tournaments and leagues to play around with, and secret bits as well.
▼ A bit boring in one-player mode.

OVERALL

The best football game on the Saturn so far, and it's going to take some beating.

88



SEGA

OUT NOW

£44.99

RPG

CONTROL JOYPAD

SAVE

SKILL LEVEL 1

RESPONSIVENESS

Assemble the 12 warriors required to [illegible] the curse of Lord Bane.

LEVEL 3 CHARACTERS

MEAN MACHINES picked up on Mysteria months ago when it was named Rigiard Saga for Japan. What appeared to be an impressive RPG was rendered incomprehensible at that stage by the Japanese characters. As plot is fundamental to the game, and playing it involves accessing a large range of text menus, it was an unavailable import.

However, we now embrace Sega's prompt translation, accomplished off the back of the game's quality, and the popularity of the Shining Force titles on Megadrive, which feature much the same idea in basic gameplay. There's no story connection with Shining Force. Mysteria introduces the province of Queensland, a peace-loving state, gambolling creatures etc. Now it's under the occupation of Lord Bane, a demonic sorcerer who appears to have its much-loved Queen under his spell. You, the dashing young prince, are out to assemble a band of 12 warriors that will allow you to challenge Bane's evil hold over Queensland.

MEGA GAME

MM

VILLAGE VOICE

In time-honoured fashion, you visit towns and villages to learn information, stock up on weapons and items and trade. Mysteria's town sequences are shown from yet another graphic perspective. Visiting these is vital to unravelling the game plot.

Choose your topic of conversation

The well maintained pathways between towns.

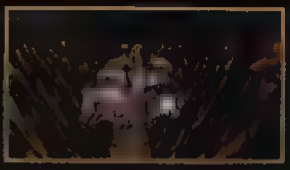
There are dozens of weapons to buy

Cheap healing herbs or extortionate magical charms.

STARIA

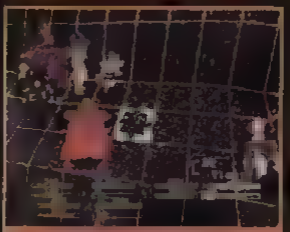
WEB OF FEAR

To Mystaria's defining feature: the isometric perspective. Each of the battle areas are displayed in virtual fashion, and offer various viewing angles, plus the option to view 'through the eyes' of any character in the game. That particular option is no use for making tactical decisions, but the view which places a grid over the landscape, denoting distance and elevation, is.



The party enter the gloomy Mivlit tower anxiously

The first person view of the battle within Dragoon castle



The close-up grid view details the battlescape in three dimensions

The distant view allows you to view all the characters on a large scale.

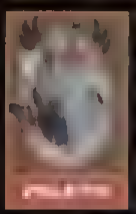
WILD FRONTIER

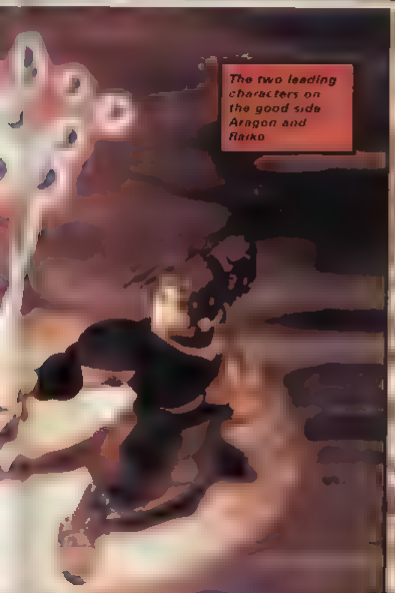
Mystaria is notable for giving you more freedom than many other RPGs. Once in Queensland, you are free to travel the paths on the map and visit sites, towns, mountains and forests in the order you choose. Generally, the further you travel the stiffer the opposition.

Repel all boarders! One battle takes place aboard a pirate ship.

OH HAPPY BAND

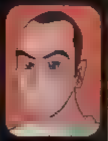
Initially, there are four fighters in your band, but it will grow as you scour the landscape of Mystaria, looking for the other descendents of the 12 legendary warriors. Your band spans a range of character classes, each using a different style of combat. Some of the players use magic, weapons, unarmed combat or a mixture of these. Each character's abilities are listed in the technique menu — which can hold up to twelve different actions. As you progress, your characters will spontaneously learn new techniques, of greater offensive or magical power. Here's an idea of the range of characters and techniques:





The two leading characters on the good side Aragon and Raiko

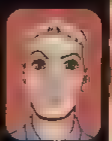
COMMENT



GUS

Mystaria, being the first true RPG on the Saturn, fills a significant gap. More importantly, it's an accomplished and polished title that should satisfy the small but demanding band of gamesplayers who live and breath this kind of game, with enough locations, characters, spells and surprises to sustain extended periods of play. The plot is nothing original, but the slickness of the menu systems and the incredible depth of the game counter this. The game is massive, even by the standards of Japanese RPGs, and the extent to which characters develop is astonishing — eventually attaining a range of 20 or more attacks. The attacking monsters show a similar variety. Graphically, the isometric system often makes the game look horribly blocky, though seeing the realtime attacks is satisfying. A cursory play doesn't do the game justice — it's actually superior to the Megadrive classic Shining Force

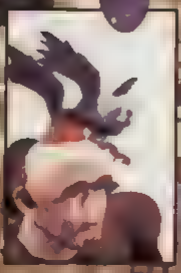
COMMENT



STEVE

I have to say that I agree with Gus on this one. Having also been a great fan of the Shining Force series, the prospect of a similar type of game really appealed to me and even though this is the first RPG to appear on the Saturn, it has set a tough standard for the others to follow. The game starts at a bit of a slow pace, but when you actually play for more than just a few minutes, the amount of attacks your own characters can do grows and grows until you're pulling off the full range of spells. And because the game itself is so big you get plenty of opportunity to use them. Sometimes, however, the perspective leaves a lot to be desired in the fight sequences, with close ups becoming a bit grainy. However, if you want sheer depth, you'll love this.

DOOM STRIKE



Graphics 76

▲ Novel perspective that can be manipulated in realtime. Some excellent spell effects.
▼ Blocky graphics at close range spoil the effect.

Sound 77

▲ Used to bring the tactical techniques to life.
▼ Not much of it in the combat phases.

Lastability 73

▲ Some good tunes generated by the Saturn in realtime.
▼ Tunes are short and tend to repeat too often.

Sound FX 82

▲ Good range of exotic sound effects for the magical attacks.

Playability 83

▲ Well designed menu-driven gameplay, and a well balanced challenge from the battle sequences.
▼ Some battle episodes go on too long.

Lastability 95

▲ The range of upgrading possibilities and weapons in vast. You gain an affinity with the characters and an interest in the plot.

Overall

Mystaria is, and will be for some time, the natural choice for RPG gamers on the Saturn. An excellent effort.

90

INTERPLAY

JANUARY

AROUND [illegible]

RPG/SHOOT 'EM UP

1

CONTROL: JOYPAD

GAME DIFFICULTY: HARD

CONTINUES: SAVES!

SKILL LEVEL: 3/5

RESPONSIVENESS: FAIRLY GOOD

A cinematic RPG which combines lateral thinking with shoot-'em-up sequences tied together by a strong storyline.

Tackle security systems, bloodthirsty bosses and devious bosses in your mission to capture the deadly biological weapon.

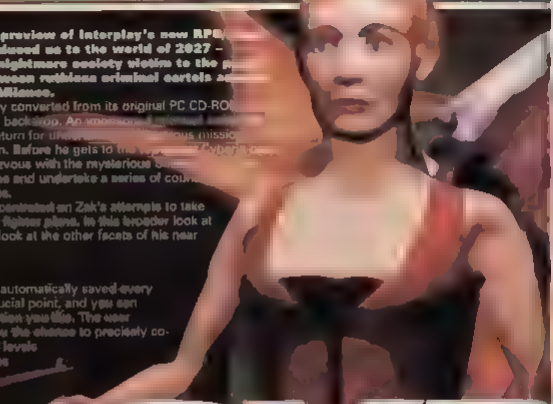
REACH SIBERIA

Last month's preview of Interplay's new RPG 'em up introduced us to the world of 2027 – a futuristic nightmare society victim to the p struggle between ruthless criminal cartels a Free World Alliance.

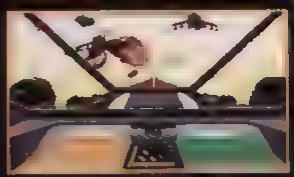
Interplay's Cyberia, newly converted from its original PC CD-RO sets its story against the backdrop. An [illegible] offered his freedom in return for [illegible] deadly biological weapon. Before he gets to [illegible] however, he must rendezvous with the mysterious [illegible] experimental fighter plane and undertake a series of com and pre-emptive missions.

Our preview feature concentrated on Zak's attempts to take possession of the TF 22 fighter plane. In this broader look at complete game, we look at the other facets of his near [illegible] mission.

Your game position is automatically saved every time you get past a crucial point, and you can access any saved position you like. The user interface also gives you the chance to precisely co-ordinate the three skill levels on the 'arcade' sections of the game with the three skill levels on the RPG sections.



CYB



MISSION IMPROBABLE

In order to win your freedom from solitary confinement you must undertake a dangerous mission – travel to Santos's rig, take the experimental TF 22 fighter plane from a top security hangar and fly the beast through a series of hazardous missions. Once you've overcome these, you must fly to Siberia, locate the Cyberia base and capture the deadly biological weapon code-named, you guessed it, Cyberia. Here's a day in the life of our hapless hero, Zak...

1. THE DEAL

William Deylin makes you an offer you can't refuse – risk your life for Cyberia or rot in [illegible] – better than solitary.

2. BRIEFING

You're briefed with information on the Cyberia base and the biological weapon itself via your 'BLADES' (Bio-optic Low Amplitude Displayed Energy System).

3. BASE DEFENCE

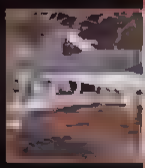
No sooner do you arrive at the base then you're pressed into service to defend it from enemy attack by manning a sophisticated anti-aircraft gun platform.

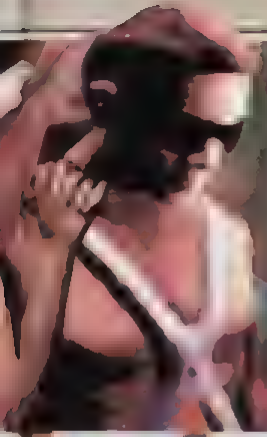
4. SNOGS

[illegible] and planes – Santos's girlfriend gets a little [illegible]

5. THE TF 22

The first prize on your mission is located – deep inside a top secret hangar lies the experimental fighter plane code-named TF 22.





Although you have no worries controlling the plane (you're flying to a preset course) the journey between Santos's rig and Siberia is a hazardous one. You are put through a number of taxing bombing raids with a mini-squadron of pursuit ships hanging on to your tail.

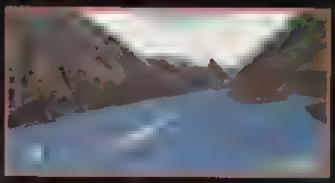
MISSION 1: OPEN OCEAN

Destroy an enemy hovercarrier by detonating an on-board fuel truck. Evade and destroy the three marauding hoverfighters.

BERIA

MISSION 2: MILITARY ISLANDS

Destroy the well-armed munitions dumps on the coastline of a remote island. Watch out for the gunboats.



MISSION 3: NORWAY

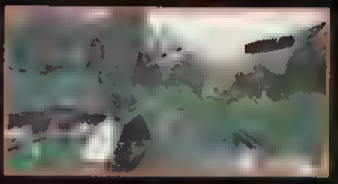
Pass through the canyon to avoid long range enemy air and sea defences. Tanks are a danger here.

MISSION 4: ARCHANGEL MILITARY PORT

This is the first obstacle to passing through the local defence grid. This is defended by hoverfighters, attack planes and tanks.

MISSION 5: FREIGHT TUNNEL

The second obstacle is this heavily-defended tunnel. Be careful not to hit any fuel trucks - the resulting explosions could bring the roof down.

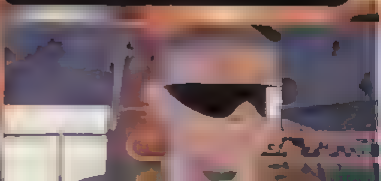


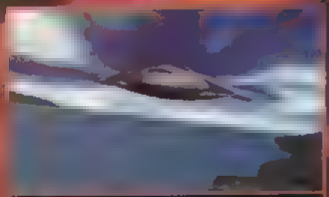
MISSION 6: ZUBROUSKA

Your re-fuelling location is currently under attack by Cartel fighters. Avoid hitting the allied forces defending their city.

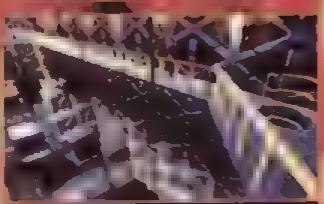
6. CHOCS AWAY

The plane's automatic pilot flies you to Siberia. On the way, however, there's the little matter of some airborne sabotage to take care of.





The TF 22 in flight over the picturesque Norwegian fjords. That it's about to bomb.



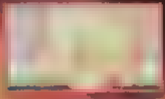
Escape from the sadistic Santos and his promiscuous girlfriend up here.

Let your BLADES check out mysterious substances first. Not your hand.

One of your duties on Santos's rig is to knock out explosive mines sent by the nasty Cartel forces.

The TF 22 is booby-trapped. Take care.

Don't leave home without this.



COMMENT

MARCUS

glow that finished product feel. The use[illegible]

RPG

"expert"

COMMENT

STEVE

GRAPHICS 88

▲Intricate renders, stylish animations and imaginative design.
▼It's far more detailed in the RPG sequences than it is during the shoot 'em up sections.

SOUND 84

▲The whole game looks like an early Eighties sci-fi film, with multi-angled 'camera' set ups. Character animation is fluid.
▼Everything seems a little static.

LASTABILITY 90

▲The rumbling synth soundtrack, supplied by Thomas Bolby's Headspace, sounds like a movie score and is a cut above what we're used to.

PLAYABILITY 87

▲Superb blaster sounds and excellent speech add to the movie atmosphere.

ORIGINALITY 71

▲At its best, this is among the finest in Esteve adventure gaming.
▼Playability is wildly variable between different levels, and styles, within the game.

CHALLENGE 80

▲A real challenge which should keep you occupied, assuming the interior shoot 'em sections don't frustrate you.

OVERALL

Very uneven. At best this is atmospheric and engrossing. At worst, it's clumsy and frustrating.

70

SO!
PLAY GAMES, WOULD YOU?
SONIC
THE HEDGEHOG
FIGHTING GAME
FROM
YOU'RE GONNA NEED THIS!
ISSUE 171 OUT NOW
COMPUTER AND VIDEO GAMES

SEGA

OUT NOW | £24.99

PLATFORM

CONTROL JOYPAD
GAME DIFFICULTY AVERAGE
CONTINUES PASSWORD
SKILL LEVELS 1
RESPONSIVENESS GOOD

Originally a SNES game, for some reason this shipped Megadrive [illegible] onto handhelds.

Rescue Han Solo, kill Jabba the Hut, defeat the Dark [illegible] and destroy the Death Star.

GET TO POWER GENERATOR

Everyone has seen Star Wars. It's part of day to day life, just like getting up in the morning, eating your dinner and sleeping. Watching Star Wars films is fate. Having said that, there are two types of people in the world who haven't seen Star Wars: those that are below the age of four and those that choose to reject [illegible] Wars repeats are now a [illegible] Christmas family viewing [illegible] movies. [illegible] over there [illegible] begging to be made into a [illegible] simply is it.
All of the best-known [illegible] one point or another and [illegible] fight them, they [illegible] help you [illegible] to be missing but if recent [illegible] to be believed [illegible] Cosm [illegible] Solo [illegible] mission [illegible] negotiating [illegible] start of each level, and will differ depending on how far you are into the game and its storyline.

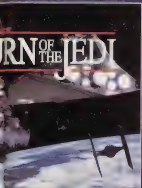
CHICKEN PICK 'EM UPS

As you would expect [illegible] platform game, there [illegible] hard to [illegible] place [illegible] you in your [illegible] the [illegible] energy, weapon [illegible] ups [illegible] But [illegible] bump into [illegible] friend [illegible] then act [illegible] Finally, if you stumble across [illegible] D inside press buttons 1 and 2 [illegible] the Thermal Detonator bomb you have just picked up.

THE REBEL FORCE

[illegible] game being able to select from the [illegible] Rebels, namely Luke, Leia and Chewbacca [illegible]

CHEWBACCA



DRIVE ME CRAZY

COMMENT

[illegible] machine [illegible] couple [illegible] It's [illegible] by anybody's [illegible] particularly impressive. [illegible] good, but is [illegible]

COMMENT

I think [illegible] a bit hard on recent Game Gear output [illegible] The [illegible] and Super [illegible] Jedi [illegible] Tour [illegible] life left [illegible] box yet. [illegible] the Jedi has a [illegible] detailed graphics, [illegible] of sequences, [illegible] from the film [illegible] The animation [illegible] there's no [illegible]

▲Some sections are quite well detailed with clear backdrops...
▼The others are blurry, and [illegible] of the foreground characters.

▲[illegible] of the road [illegible] The Rebels are all fairly good.

▲All the familiar tunes are here...
▼But they sound like they are being played through a [illegible] organ.

▼Well, it is the Game Gear...

▲Once you pick it up, it is easy to keep going.
▼Repetitiveness creeps in in some places.

▲It's not an easy game.
▼[illegible] completion takes less time.

OVERALL

This is nothing new, but it is entertaining and deserved [illegible]

81

CORE

MARCH

£44.99

1 PLAYER

CONTROL
JOYPAD

GAME
DIFFICULTY
AVERAGE

CONTINUES
SAVE GAME

SKILL LEVELS
2

RESPONSIVENESS
GOOD

Originally called Tee Off, then developed for 32X as Scottish Open Golf. Now it's finally emerged for Saturn as Virtual Golf.

If you don't know how to play golf by now you need a pitching wedge rammed where the sun doesn't shine.

-4 IN TOURNAMENT

Sports people in the 'media eye' seem to be coming a bit of cropper lately. First there was the fiasco surrounding Duncan Ferguson (the Everton player who got sent to jail), then there was a spot of bother over Ian Darling and his 'fling' with Princess Di, not to mention Cantona and his Kung Fu kick. David Hillier

Tuesday came a cropper employing some

world of golf had stayed relatively always-true. And it's a classic-lines game that Core want you experience as they introduce us to Virtual Golf. They aim to disperse with all the extra and get down to some serious, no-nonsense

Instead of being your usual batch of sports people who spouse some of waaaay get to keep up their favourite pastimes, these people choose as a substitute to the real thing game where the only club they may grasp is a joystick and the only balls they might play with are 1's and 0's. Here's a novel approach that – Marvellous. Yes, well, this game was originally due out for 32X under the title of Scottish Open Golf but due to a couple of technical glitches (something to do with the license) she wasn't to be started and here it will arrive via the Saturn instead of the beloved machine, with the barely inexistence title of... Virtual Golf. Hooray!

COURSE YOU CAN

Virtual Golf has chosen a course or two twice in order to bring the Playtime you many courses to give it. Of the four courses, only two of them can be accessed when you start for they feature the amateur holes. In order to play on the other two you have to first obtain professional status. This is done by finishing all amateur tournaments under par after the duration of the four rounds. You'll then be given a password that lets you enter are pro courses. Should you finish all those, there is an option to play the courses in a mirror mode which

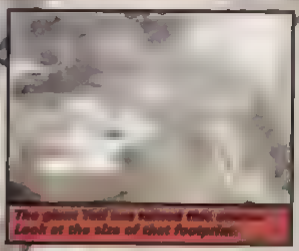
THE BOWERY

KILMARNEY

PENPERRO

GLENLOCHRIE

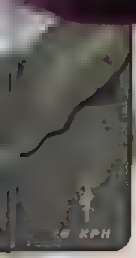
tual Golf

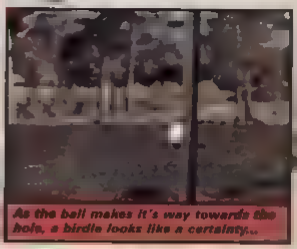


The giant Ted has ruined that shot... Look at the size of that footprint.

SCRAMBLING

As with most of the other golf games, the style of game you can play is varied. The usual options are presented here. Shoot Out, Tournament and Skins Challenge are all pretty familiar. However, Core have added yet another new style of play to liven up the proceedings with a Derby Scramble. Also known as Texas Scramble to the more serious golfers out there, this basically consists of two players in a team, playing it out against two pairs. However, unlike other shoot out styles, where all of the players take their shots, one after the other, this is slightly different. From the pair who drive the furthest, takes his/her shot. Then the partner takes the next shot, and the two of you keep alternating between lies until the ball is in the hole.





As the ball makes it's way towards the hole, a birdie looks like a certainty...

I challenge any one of you to come up with something funny about golf without using balls in the...

...and a strange force warps the ball's trajectory somehow, aka Mitch Flash.

AND ACTION!

Choose between a variety of camera views. This is no good...

STATIC CAMERA

This camera stays in a fixed position behind your male or female golfer.

Again the camera stays behind your golfer but tracks the ball up and down and from left to right

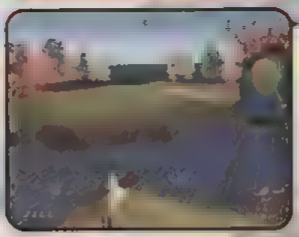
This will follow the ball but remains fixed to the hole

PAN CAMERA

The best view to have. This follows the ball and then spins round once it has landed.

This is the PGA style view. About half way through the shot, the view switches to behind the hole.

About half way through the shot, this changes to a view from a tree top and follows the ball until it stops.



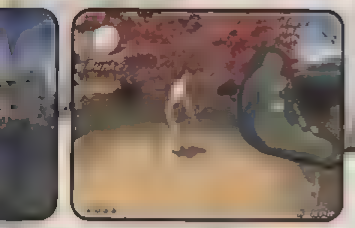
Ha, Ha. Take this out these cardboard cut-out spectator type people.

That is the brail device for blind golfers to read the slope by the hole.

Go down. Only 13 over par and in last place. Stick to training, still, you can't be...

UP A BIT, DOWN A BIT

A feature which you will find in the later levels of the game and will mean that you can move around more of the hole by yourself. By using A and Z button you can move sideways to look at the hole from different angles. If you want to look up and down use the two bottom buttons. The primary use for this is locating those evasive pin positions but are to your own peril if you just keep using it as it does have other purposes as well.

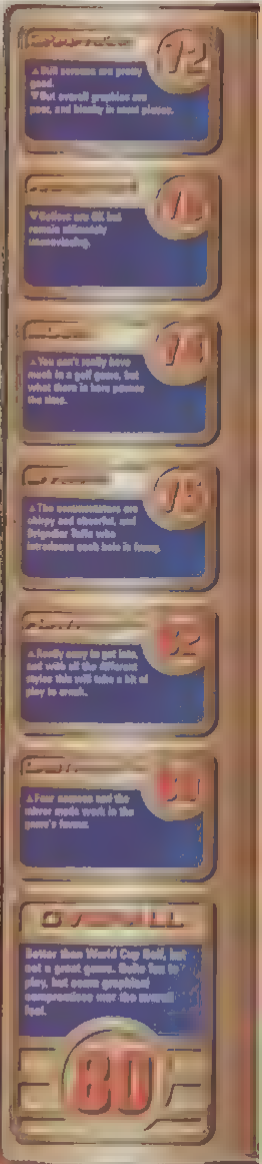


COMMENT

The idea of an instant golf game (no practice, no need to look at the manual – just straight into it) is enormously appealing. Gameplay wise, Virtual Golf fits the bill admirably and is fun while it lasts. The trimmings that give this a sophisticated veneer never really detract from the fact you are playing a game based on golf, not a golf simulation. However, while there's no faulting the gameplay here, some simulation-quality graphics wouldn't have gone amiss. It's annoying trying to take a shot at a ball when a casually dressed family posing for the next Freemans catalogue obscures your view of your player – even though they've got their backs to the game and a beaming straight at you. Close-up, overhanging trees take on the appearance of huge orange jelly fish which prove similarly frustrating to the perfectionist aiming for the perfect shot. Coupled with the impression of a relatively limited geographical scale fostered by the workmanlike graphics, this adds up to something of a compromise.

COMMENT

If I had a middle of the road face it would fit this perfectly, so don't be put off by the sad face. First things first: Core wanted to make a golf game that was easy to get to grips with and could be picked up and played straight away. They wanted to concentrate more on fun than simulation. And in my view, they have succeeded. It is exactly as they wanted, but unfortunately that doesn't mean it's always a good game. Its problem is that the graphics don't remain consistently good. In places they are fine, but in some other parts they are less than perfect. If you happen to roll up near a group of people or a tree, they stay exactly where they are and you have to take your shot through them and you can't see what you're doing. The trees are all pixelly if you get too close as well. Having said that, there are some good and original ideas here that vary the gameplay enormously. The Derby Scramble is a great laugh with all human players, and the fact that you have to become a professional to play some of the other courses can mean a bit of time before all the game is done. The best idea is the option to flip all the courses once you are bored. Summing up. If the graphics had been all of the same standard and there was more info to help you select your shots then this would have been a very good game.


72
▲ Still screens are pretty good.
▼ But overall graphics are poor, and blandly in most places.
▲ You can't really have much in a golf game, but what there is here passes the time.
▲ The instructions are chirpy and cheerful, and Brigadier Golfis who introduces each hole is funny.
▲ Pretty easy to get into, and with all the different styles this will take a bit of play to crack.
▲ Four seasons and the winter mode work in the game's favour.
BALL
Better than World Cup Golf, but not a great game. Quite fun to play, but some graphical compromises mar the overall feel.
80

WORL GO

US GOLD

FEBRUARY

£44.99

GOLF SIM

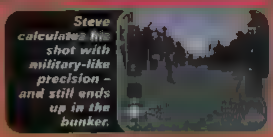
CONTROL
JOYPAD
GAME
AVERAGE
CONTINUES
SAVE GAME
SKILL LEVELS
1
RESPONSIVENESS
SLOW

Golf games appear from all over the shop, and this is the Saturn's second after Pebble Beach.

Play in a variety of game styles, always aiming to get the ball into the hole. Simple.

LESS THAN +36!

PURE SCHWING!



Steve calculates his shot with military-like precision – and still ends up in the bunker.

FEET

TARGET

SPIN ON BALL

GO BACK

FLAG

VIEW HOLE

LD CUP OLF

COMMENT

MARCUS

Of all the golf games I've seen, this comes the closest to the cliche of "a good walk ruined" - birds sing, and a polite clap accompanies your more successful moments as the sun beats down on your picture postcard afternoon. Sadly, when it comes to actual gameplay, this is rather less impressive. Only having one course is too limiting, the actual game engine itself doesn't rival the improved set-up of the latest Megadrive PGA and everything is just a bit too leisurely. This is an improvement over Pebble Beach Golf, but with superior games still appearing on inferior systems, it's surely just a matter of time before gameplay and visuals come together in a better Saturn game.

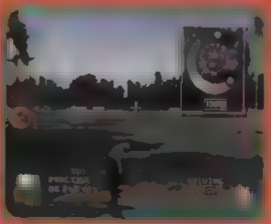
TEE OFF OLD CHAP!

WHAT DOES PRACTISE MAKE?

TECHNOLOGY

STEVE

I've wasted many hours through playing the PGA series so much. Not to mention the money I've lost playing a four player skins match. So when the rampant up powers of the Saturn arrived, the prospect of a flashy golf game got me quite excited. But sadly, this isn't it. Sure, the graphics are good, and convey the golfing paradise well. The sounds are suitably corny, with chirpy birds and the spectator's (there's just one) clap along with the speech from the mild mannered commentator. But the problem with the game is that it is a little slow. The holes load onto the screen quite quickly, but the process for taking a shot and the amount of time it takes to set up the game in the first place is very protracted, even with the quick start. Then, when you do actually play the club, selection and distance can prove really annoying when you work out the exact distance percentage, and the shot goes only half that distance. This isn't a bad game, it's just badly flawed.



VISUAL

▲ The scenes looks really nice, is quite detailed and loads really quickly.
▼ The intro is rough and grainy.

71

SOUND

▲ The golfers' moans are pretty fluid, but there's nothing ground-breaking here.

72

INTELLIGENCE

▲ The cheesy golf tunes pass the time.
▼ There are only a couple of tunes.

70

SPEECH

▲ The speech is clear and appears regularly, and the chirps are good.
▼ The number of phrases is limited.

77

PLAYABILITY

▲ The controls are fairly simple, which makes playing easier.
▼ But it takes too long to get going.

64

LASTABILITY

▲ Multi-player games will last for a while.
▼ With only one course, single player games are rendered.

69

OVERALL

A nice looking game that falls short of the green with dodgy controls and gameplay. Only for desperate golf fans.

68

SEGA

IMPORT

IMPORT

SHOOT 'EM

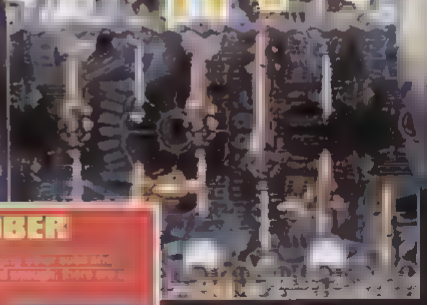
CONTROL JOYPAD

A salvage job from hell on earth, following unauthorised human access.

Armed with depth charges, torpedoes and rockets, you take the ocean, submarine and crew head on.

Clear the Russian Navy...

IN TH



YELLOW OCTOBER

SOUTH POLE

Keep out of the way of this one's tangly

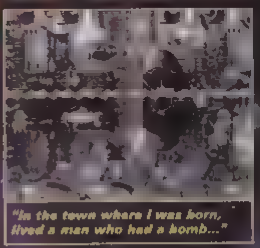
CHANNEL

SEABED RU

SUNKEN TOW

DEEP DARK SEA

ENEMY BASE



"In the town where I was born, lived a man who had a bomb..."

Don't let those ... interrupt ... work.

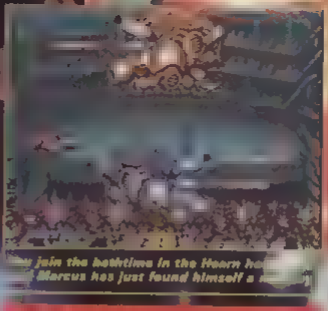
THE HUNT

SHINING FRONTS

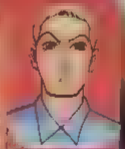
SUBMARINE

FLOATING MINES

SUPER-POWERED TORPEDO



the Empty Retro Thrill Award of the year.



the Game Shop award.

78

▲ Everything from individual bricks to whole buildings go flying around the screen in impressive detail.
▼ Larger sprites can sometimes cause a bit 'disconnected'.

71

▲ The bubble trails left in the wake of depth charges and torpedos are impressive.
▼ Everything does slow up a bit when it gets busy.

72

▲ Insistent naval anthems accompany your undersea missions.

78

▲ Serviceable arcade-style cranking echoes when enemy subs (or you) explode.

82

▲ Resist all attempts at strategy and just keep hitting the fire button. This is mindless, but engrossing.

74

▼ Six levels aren't going to prove much of a long term challenge to the seasoned shoot 'em up addict. The Pal version will need to have the 'infinite continues' option knocked out.

OVERALL

Every collection needs a game

81

SEGA

MARCH

1-2

24

"Oooggo bogger wicka rocker" said baby dinosaur to the mummy dinosaur, whilst giving her a loving gaze. "Sod off and get your own bloody dinner you lazy tyke" she replied. More minor domestic tiffs in the dino household next month.

NOT AT ALL NICE

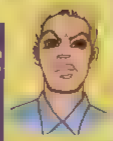
The special moves for each character can be a little tricky to say the least. So for all you lazy gets, the opportunity is there to fiddle around with the controls to bring the numerous button presses to a halt. By changing the configuration so that the extras (Z and C), read Special 1, 2 or 3, special attacks can be executed at the touch of a single button. Not only does it save you a bit of time, it means that your unsuspecting opponent, if you happen to be playing in versus mode, won't see you are trying to execute a move and will be completely taken by surprise. Lovely.

"...and then he said, 'Sorry we don't serve dinosaurs!' See I told you, it was funny – your're laughing kleed."

WE'RE NOT WORTHY!

I don't know, these fickle humans. As you are playing, no doubt you'll be aware of the people walking about in the background. Not only do they serve as a way to enter one of the bonus games, but they can also aid you in your quest. Each of the dinos has a group of followers, with their own particular tribal colours, and remarkably change their allegiance as soon as you manage to beat their designated lizard. The further you get into the game, the more worshippers you get. But it's during the game that these can become the most use. You can actually eat the humans as they come forward to the playing area, to replenish flagging energy bars.

COMMENT



STEVE

I have mixed views about this game. Half of me thinks that it isn't too bad, but the other half of me thinks "Where's that copy of Virtua Fighter?" It's not that it is a particularly bad game, it's just that it seems a little dated compared to some of the other games now on the market. And it seems to be virtually identical to the Megadrive version. The gameplay is what will draw most of people, and again, even though it's not brilliant, it's good enough and different enough to warrant a look. Playing with dinosaurs is still a good idea for a one on one fighting game, and this handles it well. But overall, it is a middle of the road [illegible]. But great! but good enough to be a possible alternative to Virtua Fighter.

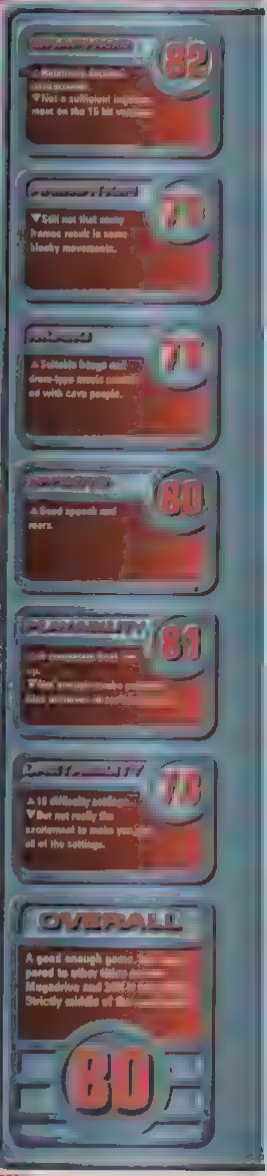
COMMENT

MARCUS

In the months since I first fiddled with the Game Gear and Megadrive versions of Primal Rage the novelty of a dinosaur beat 'em up has wore and trudy worn off. It seems the great gameplaying public feel similarly unimpressed, with sales of the games falling some way short of Time-Warner's expectations. So what of this latest version? Well, although it doesn't seem radically overhauled from the Megadrive game, this is as good a version of Primal Rage as you're currently going to get on a Sega system. Reluctantly, the version of Primal Rage that makes the most of its format is still the Game Gear one, but this won't go amiss on the shelf of any 32X-owning beat 'em up fiend. This just seems very ordinary in retrospect, and in my opinion comes nowhere near to toppling the mighty Virtua Fighter in the 32X Premier League.

WANT SOME FRUIT FOR THAT BOWL?

Like other versions of the game, this has lots of hidden tomfoolery to be discovered, and the best of these are the secret games that lie in the depths. For those that have played the Megadrive game and have read our various tips on how to reach each of the sub games, the good news is that they are exactly the same as before. The ten pin bowling with humans as the pins and the volley-ball game with a rolled up human as a ball is here as well, so those looking for a little more than a standard fighting game will be satisfied.


82
▼Not a sufficient improvement on the 16 bit version.
81
▼Still not that many frames result in some blocky movements.
77
▲ Suitable bongo and drum-type music associated with cave people.
80
▲ Good sounds and roars.
81
▼Not enough variation in moves.
77
▲16 difficulty settings.
▼But not really the excitement to make you use all of the settings.
OVERALL
A good enough game, but pipped to other titles [illegible] Megadrive and [illegible] Strictly middle of the [illegible]
80

SEGA SATURN OUT NOW

On 'Monster of Magz'. Everything too slimy to get a double-page spread ends up here, although the best of the best makes an appearance when it becomes time to make the transfer from figment-of-the-imagination-in-a-Sega-PR-person's-head to on-the-shelf-reality. Happily, this month sees a retrospective welcome for two of Sega's best titles ever.

SEGA RALLY
£44.99
1-2 PLAYERS
SEGA

Originally this received the least attention of the 'Big 3', and it's the last to appear, but Rally has the distinction of getting better in our estimation every time we play. This is the game Gus played most ever Christmas, shaving the seconds off those times and really getting to 'feel' the courses. The cars handle better than any other car in a driving

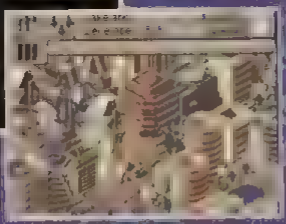
Apart from the four courses in an

of the best features for Sega to put in, like super

OVERALL 95

Rally is racing.

SIM CITY 2000
£44.99
1 PLAYER
SEGA



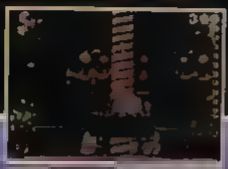
reviewed some months back, but delayed for the Saturn conversion and rescheduling, was in the perfect game for a bleaks post-Christmas

It was a game for grown and school swots. In connection with the PC from slow-runners, a less that leaves us as much how as then. Subsequently Sim City 2000, although recognised as not on

OVERALL 85

Nice, but suffering from a couple of confusions in the left gameplay lobe. The boffins should be pleased.

JOHNNY BAZOOKATONE
£39.99
1 PLAYER
US GOLD



Out Now a big question this month is 'How the hell did this happen?'. While badly textured, unresponsive and frustrating, as platform games go it's not that bad. US Gold might have been expected to have received more in return for their considerable investment in Johnny Bazookatone, but as Saturn games it's a bit of a shambles from beginning to end.

The plot is a convolutes

varying orders if you find the connective

on the Saturn and they look

Surprisingly the music also comes in for a pan... ning, considering how the game concept is supposed to hang on it. Well, the game and 'theme' sounds like the worst of some daytime TV show like 'Tales' and the rest of the level bosses show no particular merit... meandering sax solos are not the best types of accompaniment for video games.

So, lets not beat around the bush mind-numbingly dull it is to play. We could explain this at length in terms of poor control, overlong featureless levels and muddled game logic, but it's not worth it. And a final thought to the mass who... there are enough... to rate this game... in the... Anyone who... thinks this com... heres with the... MK3 are dolce... should... under... surely... they are... work... the virtual... game...

OUT NOW

D
£44.99
1 PLAYER
ACCLAIM

D is a game which is more... adventure than replies top game... play. It's a walk through adven...

features remo...

...sequence, opening with... ...trees. The mood is most def... ...misty Gothic, with window... ...stone staircases and pen... ...frame with pokey moving... ...eyes. The sound should... ...also give you the willies... Although D is deep, scary (enough) it's also surprisingly overrated no... that big and shouldn't...

...game with tremendous... ...atmosphere and... ...gameplay, but served up... ...it's a disap... ...pointing... ...X measure... ...portion...

OUT NOW

OVERALL 67

All the horror you could want in a weekend. And then you've finished it.

VF 2
£44.99
1-2 PLAYERS
SEGA

In our opinion, ...nal this is... ...the best conv... ...does game... ...ever has mad... ...changes... ...since cast...

...review by the time of the re... ...date, it has been out for a few weeks, and if you don't already have it you may have to wait ages for new stocks. Ha! This ...the fighting game that draws in people that have no int... ...set in fighting games: the movement, the weighting of the fighters, the showstyle enemy programming pr... ...vides an eye-popping spectacle which is the undisp... ...edly state-of-the-art. Virtua Fighter 2 is the demo of w... ...that Playstation owners would do well to remember. ...Sega have the m...

OUT NOW

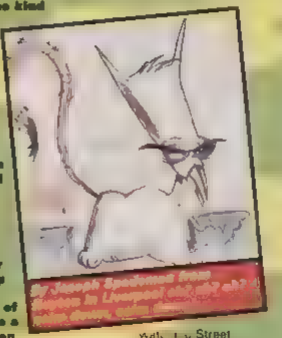
OVERALL 97

Get your rocks off with the biggest climax in video games ever.

OVERALL 47

What was meant to be a musical extravaganza is a stream of bum notes.

I'm glad Christmas is over, because it's a load of old tosh anyway. It's such a drag seeing those bald, fat relatives who only ever come round once a year to give you a pair of slippers or pyjamas for a present. And then having to eat turkey as if it's some kind of bizarre ritual, whilst some fat uncle drinks himself stupid. Then, the old favourite, '40 Christmas Classics' comes out of the drawer for a bit of seasonal background music (making your living room sound like a shopping mall) followed by the inevitable game of Trivial Pursuit/cards to round off the proceedings. This is an annual routine spruced up only by your 10-year old nephew throwing up after one glass of wine (Mmmm, come to think of it, that sounds a bit like a few of the people here on MEAN MACHINES). Anyway, send your anti-Christmas letters to SANTA IS A PRAT, YOB'S MAILBAG, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



TURKEY GIBLETS

Dear Yob

After my safari through Elvis's sideburn back. And you're back. Great to see you back to your old git-slagging saddo-bashing maniac self. It lobotomising self. And twice as sexist as before! Controversy, I love it. But beware, Mary Whitehouse's arse crust society might try to get you banned like they did with the Cybermen interfering old prats. So it's official. You're officially official. Seriously, I think it is a good move in the long term, as you now have all the most important titles first, yet can still give a good kicking to the crap that deserves it. Also the music CD was excellent, as I am a big fan of in-game music, and think it is too underrated and unrecognised. And I'm glad Core Design were on it as they are the masters of European game soundtracks.

But thank the Lord we've got the trusty newspapers to warn us of such terrible evil forces that lurk inside the games we play! Oh yes, we're in danger, terrible evil stomach wrenching terror inducing danger! This hideous plot to pollute and control each of our minds must be stopped for pity's sake. These vile subliminal messages are in my brain right now. I cannot resist. We must obey. Just the other day I had to take out 50 pedestrians after buying Daytona the launched searing fireballs from my hands because I thought the man behind the Our Price counter was Segat. I'd already maimed 12 customers with a high power hurricane kick, and a Dragon Punch before I realised my mistake and took off my red headband. That's what you get for playing Street Fighter The Animated Movie. By the way, when's the game out? I must go now. I feel the urge to don my Death Adder helmet and go and axe some civilians. See ya'

Emperor P Johnson

YOB Well, not much to say about that really is there? Proof that Video Games really do cause brain damage.

SLIPPERS

Dear Yob

I purchase MEAN MACHINES every month, and when I am down, I open the mag to the editorial page so I can see your pretty face Claire. I have written you a poem.

Your hair is just so wonderful
Your eyes have power too,
Your face is ever so pretty,
I want to make love to you
Claire, I doubt I will ever meet you
but you are the
one in all my
wildest
fantasies. You
are the last
thing I think of
before I go to
sleep and you
are the first
thing I think of in
the morning.

PS Please can you give my letter a mention. I love you Claire, and will write to you again soon.

Scott (kiss, kiss, kiss)

YOB If you are reading, Galvin Amis, I take it all back. You are not sad at all – this guy is. The depths of sadness have been breached further with this little episode. If Galvin's MEAN MACHINES were stuck together, this guys must be bloody welded. Doesn't your mum worry about things like this? No, she probably fancies Marcus anyway. Your whole family is sad. Get lost forever.

UNDERWEAR

Dear Yob

Oh majestic king of bottom breaths, I just have one point to make. The Game Gear reviews you have are trousers. Why can't you give more space to us sad and lonely handheld owners – I mean we fork out £2.50 for about 3 lousy pages of pack games and no tips! I know that Game Gears are as cool as bright green tanktops compared to the Saturn, but could you make its last few hours enjoyable, instead of complete pants.

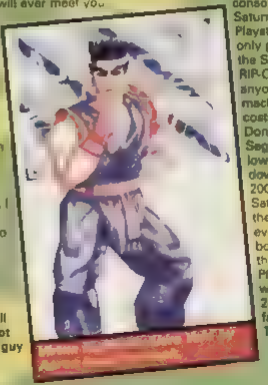
David Jenkins, Bishopsteignton, Devon

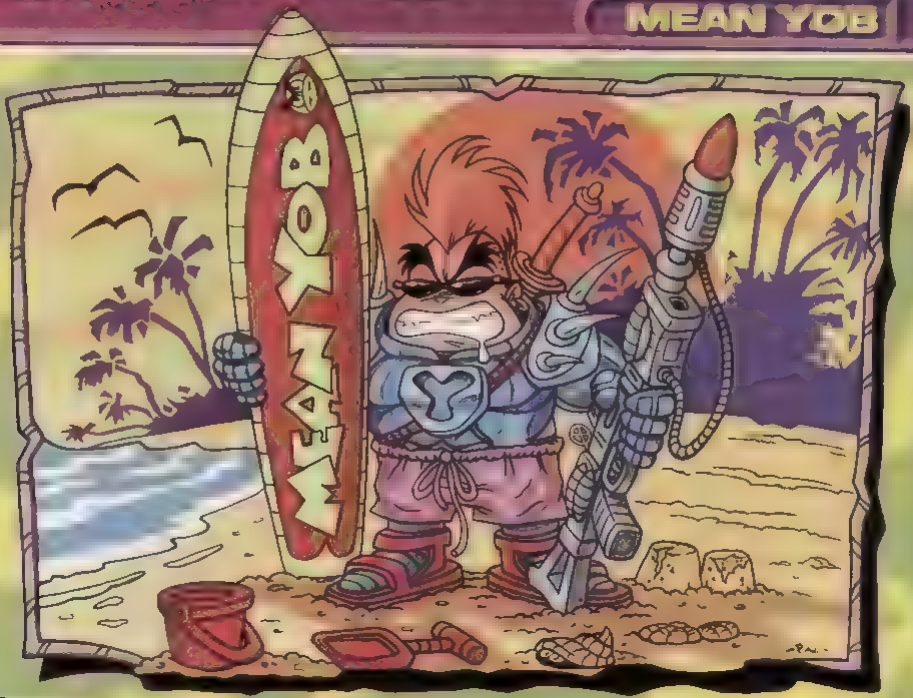
YOB There are the gamers out there who keep up with the times, and then there are the sad and lonely individuals who save their 20p a week pocket money until they can afford a Game Gear and never buy another machine again. The latter is clearly shown above. I am led to believe the syndrome is known as Gearus Lonelyi Sadusa afflicts one in every four of our readers. My advice is simple – the only known cure is to brush the mothballs away from your wallets, throw away the skeletons and spend those £1 notes on a new Saturn. All your worries will disappear after that.

SLADE

Dear Mean Yob

I own a Sega Megadrive with 16 games and a SNES. At the moment I am thinking about buying one of the two exceptionally good consoles, the Saturn or the Playstation. The only problem with the Saturn is it's a RIP-OFF! How can anyone buy a machine which costs 400 quid? Don't you think Sega should lower the price down a bit, to 200 quid? If the Saturn remains the same price everyone will bog off to buy the Sony Playstation which is only 280 quid as far as I know. The





Playstation has the same 32 bit power of the Saturn and I personally think it plays just as well, although the £400 machine has a lot more features. That kid who wrote a letter to you in issue 38, Jamie Cunningham hasn't had any experience on the latest computer consoles yet, has he? Jamie, how can you criticise the Playstation? It is as good as any other console you worthless, irritating knob. As you might say, "Thank you Mr. Arse-lick-as-much-as-it-can-in the-hope-of-a-free Saturn." At least I'm not an arse-kisser. Oh, and don't you think Claire Coulthard from the editorial team looks like Rene Russo? Claire's pretty cool.

Duey Voong, Gloucester

YOB. By the time you read this, the Saturn will have dropped in price to around £299 standalone, which is the same price as the Playstation, and if you shop around and do a bit of haggling, some of the deals you can pick up are quite impressive. As for Jamie, well he seems to have got up the noses of quite a few of you doesn't he? Never mind, eh.

SOUND OF MUSIC

Dear Yob

I would very much appreciate if you would print my letter as I have never written to you before.

When I was in Comet the other day, I picked up a leaflet on the Sony Playstation. Inside it said that by Christmas there would be over 60 games on the machine. In December's issue of your magazine on pages 99 and 45 (The Gameplay and Special Reserve advertisements) there are only 15 and 10 titles listed. Are Sony:

A Telling the truth, OR

B Telling porkies just to try and flog the computer, OR, are Gameplay and Special Reserve...

C Telling lies, but there would be no reason for them to do this.

By the way, I know this is not Q+A but is Destruction Derby coming out for the Saturn?

Martyn Honeyball, Chelmsford

YOB No-one's been telling any porkies but, unfortunately, a lot of Sony's planned titles have been delayed for one reason or another, meaning that Cop, Rally and Fighter 2 are currently going virtually unchallenged. Over to you Sony. Heh, heh. Oh, and you're right – this isn't Q+A.

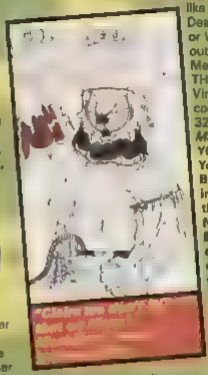
STUFFING AND SPROUTS

Dear Yob

Please could you answer these questions.

1 I've managed to save £100 in debating whether to get a Mega CD or a 32X because I read in a different mag that there is a lack of software for the 32X and the games that are being released aren't much cop. Please could you give me some advice?

2 Please could you send me a list of all the games coming out for the 32X from now until Jan '96?



3 Are there going to be any games like Daytona, Destruction Derby or Wipeout coming out for the 32X or Mega CD?

THANKS, PS. Will Virtua Cop ever come out on the 32X?

Mark Wells

YOB Q & A with Yob. I like it. 1. Buy a Saturn instead. 2. Sure thing Butt-head. No chance. 3. Even less chance. Saturn only. 4. Virtua Cop on 32X? Ha, Ha, you should be a bloody comedian. What a joke. (You never get answers like that with Gus do you?).

Goodbye, and don't you be troubling me with any more of your crap letters, or I'll have to burn them and come and demolish your house. 'Till we meet again...

Q&A

I know I might look hard as nails in my long-awaited new Q+A pic but I'm actually feeling sick as a dog this month. If these pages are bit sticky it's because the answers are probably covered in phlegm – my supply of mansize tissues has been running a bit short under a torrent of green stuff from my nose. Unusually moronic letters have found themselves covered in something else. If you're feeling lucky, or just want to save me having to go and buy another box of tissues, send your queries to SHOT SHOTS Q+A, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

DRIBBLE

Dear Gus,
Please could you answer my questions or I'll never buy the mag again.
1. In Sega Power they put really crappy posters in plastic bags so don't tell you what's inside. You buy it and it's just full of adverts. Why?
2. I own a Megadrive, and I was wondering if Mortal Kombat is worth it.
3. Do you think that I should buy a 32X, Jaguar or Channel F?
4. Do the 32X games look the same as the Megadrive carts?
5. Will there be a Pog game coming out for the Megadrive?
6. How come the address to send letters to Q+A isn't printed in every MEAN MACHINES?
7. Will there be a Sonic 4 or a Theme Park 2?
Dean Lee, Epsom, Surrey
GUS:1. I won't get drawn into slagging off Sega Power. Not here, anyway. Why don't you ask them?
2. Yes, if you're into the coin-op.
3. Pretty much the same.
4. No.
5. No interesting reason, probably just general incompetence.
6. Sonic 4 is possible. Theme Park 2 is unlikely.

PAINFUL WASH

Dear Gus,
Your mag is ace. Could you please answer my questions?
1. I am a 'top class' Zero Tolerance fan. So when is Beyond Zero Tolerance coming out?
2. And how much will it cost?
3. Have you got any cheats for Zero passwords?
4. Will it have a wide screen like Doom or will it still have the crappy green border?
5. Why wasn't Doom released on the Megadrive when it's ocean? Does it say 'no' SNES?
6. Will X-Men – Children of the Atom come out on the Megadrive?
GUS:1. I've never heard of 'Beyond Zero Tolerance'. I wonder why that is? I know, it's because you made it up, didn't you?
2. I've absolutely no idea, but maybe you have.
3. Yes, I'm very likely to have passwords for a game that has no chance of ever coming out.
4. This is becoming almost surreal.
5. Doom isn't really possible on the Megadrive.
6. No way.

UNDECISION

Dear Gus,
Your mag is The Best. Yes, with a capital T and B. I spend £2.50 on your mag every month. The least you could do is answer my questions.
1. Put these games in order, from best to worst: EWJ 2, Sonic and Knuckles, Streets of Rage and MK3.
2. WHY? WHY? Did your mag give Mortal Combat 2 such a bloody great big, whopping 97% and only give Mortal Kombat 2 92%? I've played Mortal Kombat 2 and it's wicked. Then I played Etern[illegible] and it's crap!
3. When is Congo out?

DODGY POO

Dear Gus,
Oh mighty, please answer my questions. Thank You.
1. Is MK 4 coming out? If so, when?
2. When is the hand-held Megadrive coming out?
3. When is Toy Story coming out for the Megadrive?
4. What is best, Sega Rally or Daytona USA?
David Turner, Surrey
GUS:1. There's bound to be another, but there has been no announcement.
2. The 'Nomad' as we knowns will not be released here.
3. Around Easter, by the length the UK release of the film.
4. Sega Rally, it must be said.

CRIPPLING WIND

Dear Gus,
Look, you know how great your mag is so I don't suppose there's any point in me telling you. So instead how's about answering my questions.
1. Any news on the racer smash

looking Virtua Cop 2?
2. Will Sega Rally on the Saturn be smoother than Daytona USA?
3. Does Fifa '96 on the Saturn have John "Motty" Motson doing the commentary?
4. Have Konami any plans for a Snatcher game, or one in similar vein, lined up for the Saturn?
5. Have you seen the Manga version of Street Fighter II? I reckon it's mondo cool!
6. Don't you agree that Lucy is just the cutest?
7. Will you keep up the slagging fights with Digitiser that Steve did? I reckon you should, they were cool.
8. What, and you're eating onions?
9. How the hell did Manchester United lose to York?
10. Finally, what do you think of the Hyper Score thing? Doesn't it seem a bit sad to you? It does to me.
Chris Meyer, Accrington, Lancs

GUS: 1. A Saturn conversion will commence with a realistic release date of next Christmas.
2. Yes, double the frame rate.
3. Sure does.
4. Yes, a Snatcher conversion is planned.
5. You mean the vid? Sooo...
6. The cutest what?
7. Whoever slagged Digitiser because it was cool, we did it because they were crap.
8. That feeble attempt at humour shouldn't have been attempted.
9. Please remain relevant.
10. Being totally (and brutally) honest, my personal opinion was that Hyperscore was a bit of a poxy idea. Teletext has never been my favourite 'electronic medium' and I really couldn't bear being immortalised between the recipe pages and today's horoscopes.

GIDDY FEELING

Dear Gus,
Spot on mag etc, Questions:
1. What is the U.K. release date for Sega Rally?
2. Any news on Daytona 2?
3. Is Doom coming out on the Saturn? If not why?
4. Any rumours of Sega Rally 2?
5. What upgrades are coming out for the Saturn?

RUNNING NOSE

DRIGIT GREEN SNOT

Dear Gus,
Please could you answer these questions on these games for me:
1. When will the new Spider-Man game on the Megadrive be released?
2. What do you think of Maximum Carnage?
3. Is the game Avengers on the Megadrive any good?
4. Is there any chance of a Fantastic Four game on the Megadrive?
PS. I think the X-Men unproven on the Atom feature you did was mint.
Dave Jones, Sheffield
GUS: 1. It's unclear as Acclaim have been rather vague with their Megadrive release plans of late.
2. It's good.
3. You mean the Captain America game? Not too hot, I'm afraid.
4. No chance. Thanks for the encouragement.

SICKY BURP

Dear Gus,
Can you answer my simple questions:
1. Is Alone in the Dark coming out on the 32X? If so, will it be on cartridge or CD?
2. Are there going to be any RPGs for the 32X?
3. I like RPGs and Adventure games, and I currently own Thor, Landstalker, and Shining Force 2. Which of these do you think is best?
4. Should I buy Soleil?
Mark Tatlow, West Yorkshire
GUS: 1. It's not coming.
2. Highly unlikely.
3. Landstalker.
4. Yes, but it's not that hard.

UNPRODUCTIVE COUGH

Dear Gus,
Could you please answer these questions, as I am your biggest fan.
1. Will there be any kind of Sim City on the Megadrive? If not, why not?
2. Is it worth getting Fifa '96 if I already have Fifa 1, and Fifa '95?
3. Please could you put these games in order from best to worst: Earthworm Jim 2, Fifa '96, Premier Manager and Cannon Fodder?
4. Is FGA 3 any good?
5. How much is Premier Manager?
6. Are there any plans for a Cannon Fodder 2?
Lee Bishop, Plants
GUS: 1. There won't, and the reasons are mostly technical: the amount of time needed to programme a game of this complexity and make it work on the Megadrive make it an unrealistic project.
2. On Megadrive, the answer is no.
3. EWJ2, Premier Manager, Cannon Fodder, Fifa '96.
4. Get the much newer FGA '96.
5. £49.99 RRP.
6. There was an Amiga Sequel but it's unlikely to come to Megadrive.

SORE THROAT

Dear Gus,
Just a few questions:
1. In your design / character course why do you always award prizes due to artistic merit and not technical ability? My comments you are limiting the competition down to 3-level Art students. You must think totally alike as it would seem that the majority of your readers have not understood

questions in art.
2. Is your company still going to continue writing Sega Magazine, as it all seems rather pointless now that MMS is an official magazine.
3. In my version of Cannon Fodder, once I get to a certain stage on an early level, it continually waves the white flag after a certain point, thus making the level impossible to complete. Is this a fault of the programming, console or what?
4. Cartridges cost so little to manufacture, why don't you try giving away a free Megadrive game with an issue (seeing as it would be a first in magazine publishing, it would be great advertising for the company). I'm sure many of your devoted readers wouldn't mind shelling out a couple of extra pounds for this free gift (say £1-2 more).
Ben Phillips, Wiltshire
GUS: 1. Technical ability and artistic merit? I think you've been watching too much Terminator and Doom, mate. When it comes to character design, we pick winners on the basis of the most inventive and original, not necessarily the best drawn. Anyway, most people are question based.
2. Sega Magazine has technically ceased to exist, replaced by Sega Saturn Mag. MEAN MACHINES will continue to cover all Sega formats.
3. Sounds like a dodgy cart to me.
4. Who said carts cost so little to make? It actually costs around £5 to make a cart, and they have to be shipped from Japan. It takes 3 or 4 months to wait for the order, and even then, the only game a company is likely to allow you to give away is Nobby's Jobbies in

BLOODSHOT EYES

Dear Gus,
I have a few questions to ask your almighty noggin:
1. Bullfrog and EA, are they converting Syndicate Wars?
2. Is Earthworm Jim 2 Saturn bound?
3. Will Doom be a direct [illegible] from the brilliant Playstation version or a totally new game?
4. Are EA releasing the 3DO version of Space Hulk?
5. Have Konami 2 and 3 got the really annoying problems of slowdown and widescreen?
6. Will Capcom's Armoured Warriors and their Aliens Vs Predator coin-ops get released and be released over the Saturn?
Damien Murphy, Newcastle
GUS: 1. Syndicate Wars is a long way off, as it's definitely only a Playstation project at the moment.
2. Yes, it's being programmed by a San Diego outfit called Screaming Pink.
3. It's likely to have as much as the Playstation version.
4. Yes.
5. No.
6. No chance of a conversion.

CRUSTY BOGEYS

Dear Gus,
Please, could you answer these excellent questions I have a[illegible] for you after watching [illegible]

Wonderland or some similar old dross. Saturn game discs are a different matter, though.

[illegible] of Gem[illegible]
1. [illegible] Children of [illegible] worth buying if you own [illegible] Fighter?
2. Which [illegible] do you rate the best: Virtua [illegible] Rally or [illegible] Fighters?
3. Could the [illegible] handle a game like Mario 64?
4. Are the Saturn and [illegible] about

ITCHY TOUCH

Dear Gus,
Please could you answer my questions:
1. When will Virtua Fighter 3 be released?
2. Will any games ever be released for the Megadrive?
3. Will Mortal Kombat 3 ever come out for the Saturn?
4. Is Sega Rally any good?
5. Give me 50 billion pounds and I will come to your home and beat you up.
6. Why is your hair so dull?
Mark Henshall, Peterborough

[illegible]

[illegible] That wasn't a question.
6. I choose to have no hair, so how can it be dull?

PAINFUL SNEEZE

Dear Gus,
1. How much is a Mega CD by itself?
2. How much is Virtua Cop?
3. Is there going to be a Virtua Fighter 3?
4. Are Sega going to release a 64-bit machine?
5. Will Resident Evil 2 be released on the Megadrive?
6. Will Sega Rally Sessions ever be released on Megadrive?
7. When is Sega Rally Championship coming out?
8. Is Golden Axe: The Duel going to be released on the Megadrive?
9. Is The Gamesmaster out on the Game Gear?
10. Is there going to be a Rayman ??

Alastair Bygrave, Tolworth

1. £45
2. £45
3. Yes. Arcade development is underway.
4. That's not part of the sister plan at present.
5. Nope.
6. Nist.
7. Due on import at the end of January, officially in April.
8. No. Where did you come up with that one?

SLEEPLESS NIGHTS

Dear Gus,
I have a few questions that need answering.
1. I would really like to know who concerned when I am getting a good deal on the games. Where and who are the best shops to go to for the best deals?
2. Is there going to be a Sand Zone??

Simon Hodgson, Nottingham

GUS:1. I have no idea, but [illegible] the over-used generality means hypocritical. He is not. However, a lying git, as Nanaco are indeed converting their arcade titles.
2. There aren't too many of those. Everyone that there once were.
3. You don't expect me to endorse some stupid Virgin game like Alan Partridge?
4. No.

ITCHY TOUCH 2

Dear Gus,
Please could you answer my questions:
1. When will Virtua Fighter 3 be released?
2. Will any games ever be released for the Megadrive?
3. Will Mortal Kombat 3 ever come out for the Saturn?
4. Is Sega Rally any good?
5. Give me 50 billion pounds and I will come to your home and beat you up.
6. Why is your hair so dull?
Mark Henshall, Peterborough

[illegible] That wasn't a question.
6. I choose to have no hair, so how can it be dull?

BIG BIRD HOUSE

Dear Gus,
Please [illegible] my questions as the last time I have written you [illegible]. Also all it's [illegible]
1. According to my friend, Tempest 2000 is also coming from the Playstation to the Saturn. Is he a two faced liar?
2. Everyone says they're a lot better in the Megadrive than the Saturn, but if they're so good, why have so many Megadrive companies stopped producing games for it?
3. Do I own a Megadrive?

[illegible]

[illegible] Could you please tell me which games are compatible with the Sega Mouse?
2. Would you [illegible] do charts for the various [illegible] machines? At the moment we have to watch Digital just to see the Megadrive charts. People would like to see the charts for the Saturn and 32X as well.

Warren and address supplied

GUS:1. Victory Goal music was composed by Jun Senoue. He's not a big name game composer in Japan so you'll have to buy that game for all the music.
2. Politics aside, it all comes down to Saturn owners having more choice.
3. It would have to be something very special.
4. The Fifa series is one of continual improvement.
5. I can't say, since none of them are complete.
6. It's highly likely.
7. Sim City 2000, Theme Park, Chaos are boring, but we might do a charity kind of thing soon.

[illegible] did the music for Victory Goal on the CD you gave away with the [illegible] I thought the tunes were [illegible]
2. Some more of the Playstation games are coming out on the Saturn, does this mean that the Saturn is even more superior to the Playstation than it was [illegible] you think the games aren't [illegible] enough to make a difference? Also does this mean that Sonic's [illegible] suggested?
3. Do you think the Playstation will ever have a game up as good as VF2, because I don't.
4. How long has it has taken [illegible] to get out real players [illegible] Allan
5. Do you think [illegible] games [illegible]

[illegible] old Shed games or [illegible] Megadrive rip off of [illegible] consoles?
7. Do you think [illegible] game out [illegible]

That's it for this month's specially extended new look Q+A. If I sit still still long enough that funny light thingy should burn a permanent Q+A in my forehead and I won't have to go through this every four weeks. More skinears tips next time, folks.

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